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 Computerized



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THUNDERHAWK



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EDITOR ONLINE

Hello to all you readers labouring under the burden of school or work, with memories of summer holidays slipping rapidly.

You're not alone! TV's Grunter has been cut on its feet, too. First there was the Old Ben walk from St Paul's to Lincoln's Inn in London. It was only three miles long – but there were thirty-seven repetition checkpoints. TVG's managing director Richard Whelan, reporter Brian and Doris Wilkinson with family, Jo Evans and Robin Judd and Sandra Robertson of the circulation department doggedly put their best feet forward to raise money for the Newspaper's Benevolent Fund.

Then Teddy Neville – winner of Infanteries 2000 in the September issue of TVG – walked (and crawled) forty miles to raise money for ASSAH. This is the association for spina babies and Hydrocephalus. Starting at 7am on a misty Saturday morning, he finished exactly at 7pm on a blistering Sunday morning. Twenty-two hours of slog! Must have got his training from hours on TVG.

Then Doris and Jo, accompanied by the impossible Dave Horsey, again tackled the streets of London. This time it was for a wax poppet – or "what the people in the street say".

The marathon was tougher than any other. Starting on a Thursday, the intrepid interrogators finished the following Wednesday, finding a 'nut' quite herself. Dave's behind them. Their travels included Linn Moxes, Yvonne Polzone and Alor Software – many thanks for their help. You can read the result in the next issue of TVG.

After all that endurance testing, producing this issue was easy.

Fiona Boyd

YOU WON'T COPY THESE CASSETTES

Chesnut's high-street device to give you can make games about 30% cheaper than others can, says games fan.

Chesnut had said a would not offer cassette games - although the reason was the capability - since profits would be lost through piracy. Now it is using the concept of audio signals to block copying - by human users at least.

"Cassettes cannot be copied or downloaded or copied or downloaded or what makes it extremely difficult for people" says 9999 the actor Michael Marks said. "If you wanted to spend time and money obviously you could eventually copy. But it's cheaper for the usual copier to buy the games."

And it's the usual copier rather than the big firms who take away the profits. Marks mentioned various research amongst schools. It was even he had talked to an guru with about 100 games each - two had been bought.

• Another new anti-piracy system comes from EMI or Home Edge Ltd. This prevents mass copying but allows you to make back

up copies of original tapes.

The secret is a digitised security card resembling a credit card and a reader that which plugs into the computer. Each card contains a magnetic code identical to a program code in the game. So tapes can be copied but they won't run without the card.

"You can use confined to the machine," Chesnut reportedly stated. Games have come a long way since the start of the 1980s boom - but what about the future? There's reported already the same Chesnut's RAT was a change that.

The RAT is an audio red joystick. It comes with a connector cable which plugs into the back of your Spectrum. Infra-red signals transmitted from the RAT's base are picked up by the audio red diode in the front of the receiver. The frequency of the red are altered and you see it like your TV remote control. It operates on a different frequency so doesn't cause interference and is effective up to 30 feet.

The RAT gives you a choice of up to eight channels and has a 2 1/2 inch control with no moving parts - it should last longer than conventional joysticks.

Programmers can incorporate RAT compatibility into their games with a special program supplied by Chesnut at both home and machine code.

Made in the UK, orders for 40,000 RATs are already in the works for £25.95.

• Through new owner Fun Electronics Chesnut also launched Megacent. This acts as an uplink, so that games come through your TV's audio rather than the receiver. Prices £1 each only £9.99.

Star's first moves. The newly formed Amstrad Computer (TVS) Group is starting prices. The 5000 is now £29.99 a reduction of £50 and the 5000X £199.99 a reduction of £30.



Amstrad's RAT (Red Audio Transmitter) will allow red audio and program to be copied.

you must wheel and deal to get the best specifications, warranty and personnel. The second is the best deal.

In a strict re-evaluation the 2800 Polyplex will be dropped. Latest production computers and the 2800 each, which would be close sales (there is no complete answer).

Existing games will cost from £9.99 to £14.99 and Amstrad games from £1.99 to £3.99. The Trak Ball is reduced by £20 to £13.99.

Following **Yakuza's success** is difficult. But doesn't Legend expects to do even better with The Great Space Race.

The game is due out early for month. Technically effects never seen in home computer software are processed. A new operating system called Mondul 3 is the method.

The Great Space Race is a two parts. In the first

you must wheel and deal to get the best specifications, warranty and personnel. The second is the best deal.

TOP GAMES

Was the large choice of new games - promising even bigger and better things - we considered a look at the sales leaders of busy September.

- Some results are surprising. These five games are the hottest sellers:
- 1 Matchpoint (Spectrum)
 - 2 Lords of Midnight (Spectrum)
 - 3 International Soccer (CBM)
 - 4 Micro Olympics (Spectrum)
 - 5 Fair Play (Spectrum)
 - 6 Super League (Spectrum)
 - 7 Delta (Spectrum)
 - 8 Decipher (CBM)
 - 9 World Cup (Spectrum)
 - 10 Yakuza (CBM)

Below: Chesnut Software's Chesnut says well-wishes. Above: the EMI Chairman, they're making the game title cheaper.





Above: Fox may have rights to *The Professionals*. But Ian Gibson has a much bigger role to play.

Bally Midway is saving arcade owners money by making out intercharge free games. First of these was *Up 'n' Down*. Now comes *Master Viking*.

In this game you must retrieve the golden helmet despite attacks from ferocious, vicious and deadly skulls. Then you must penetrate the enemy fortress with strategy and locate the helmet. There are multiple coin options, adjustable difficulty levels, bonus scores and number bases.

The third game in the series will be *SWAT* in the futuristic agents fight to stop the growth of two monster types.

Jeans game is Ireland. Producers of the BBC comic started three last month. It will be distributed by Lendax Data Systems. The target was 80% of all home computer sales in Ireland before 1988.

We've joined about 50,000 ZX in your circuit - but a Spectrum in your circuit?

Get your best and answer the questions on the box - and you could win one of the 100 on offer.

Thanks to our readers who sent in software to Oxfam in response to our July news item. Over £10,000 worth of computers have been received so far. They'll be sold to raise money for the needy.

The first magazines for the Spectrum and Cosmos show 84 are out. One Month for the C64 and *Mythica* for the Spectrum are at code distributors between over 1,000 screens. *Q&A* costs £9.95 and *Mythica* £2.95.

The games come from the newly formed branch of Softex, The Edge. Also coming are *Star Mike* for the Spectrum (£8.95) and *Flanagan* for the C64.

The film of the game: Remaking the Stone. The inspiration for this must have come from *Knights Of The Lost Ark*. But this film has a slight twist: the central character is not the swashbuckling hero but a female treasure hunter, Joan Wilder.

There are a few good close scenes which could easily be translated into games. But Fox Games never made it from the US to here. So it looks unlikely a game will materialise this side of the Atlantic.

Lots of lucky readers have won games at our contests throughout the year. We haven't had the space to print all these names so past issues so there's a brief recap up.

Winter 1985. Adventure games in each of two sections - and in David Burton Game factory Kent 1, they've really got their ACTO GATHERERS & ACOL. Heats for L-stein Game Andrew Hill and Dr. Macomber David Hayes. Canterbury Kent Country Road, Walsall Heath. Peter Burnett. Eric Singh. Peter Williams. Ring road. Lane. Alex. Michael Nottingham.

An Adam computer went to

each of three winners. Chris Ian Watson. Mid. Cheshire. South Wales. (88 words). Alan Chan. Wiltshire. Wiltshire. James. Hampshire. Essex. West. Midland.

An interlusion. Interview machine and 817. Reader voice cartridge sent to Phil David. Dundee. Ipswich. But folk. A module and cartridge went to each of five winners up. Eric. Mark. Birmingham. P. Gregory. Haver. Middlesex. Andrew. Gurga. Middlesex. David. Cleveland. Derek. Roberts. Oxford.

Victims and light pen. Chris. Shon. Telesat. Guy.

March 1984. At. Alan. 0000. sent to 5. Victoria. Hampshire. M. Telesat. Preston. the going you can play between words without naming your opponent. An Atari. game sent to five winners up. Ian. Midland. London. Paul. Devon. Dorset. West. Midlands. Paul. Team. Cheshire. Paul. Roy. Essex. Hertford. Hans. Robert. Seck. North. Devon. Cornwall.

April 1984. A Spectrum. 48K. programme and £400 of software sent to Susan. Manchester. St. Leger. Derby.

May 1984. A Sharp. M2. 700 and three games sent to 11. Alexander. Reading. A. 71. Essex. sent to 8. Victoria. Blackpool.

Kevin. Hunt. writer of English Software's *Demodesk*. Could be the employer needed to Michael. C. Middlesex. For a career. 0872. 7 years.



Darrin Williamson rounds up new products for the BBC and Electron



Lots of you were probably at Olympia 2 during the summer holidays when the "new" Acorn line showed up. The Electron was their "big" machine for lots of fun, it started you.

There were much more software around, which is normal for one of these "new" shows. Most of the software seemed to be on hand-held add-ons and peripherals - for the DEC 6 and the Electron. Let's go through what was at Olympia.

Video backgrounds for your computer games?

Ashley Audio had a computer looking device for the Electron. This allows you to superimpose computer graphics on video signals such as a VHS or a laser disc. This is certainly being used so effectively for such things as cartoons for your own video films that there is an answer why video backgrounds seem to be used for games - rather like the one on *Ango* series.

Acorn had the Plus One add-on for the Electron. This allowed the use of *Beetle-style* joystick and cartridge games produced by Acornsoft.

It also allows a transfer of business software which will do double the advantage of Plus One's other feature: the printer port.

Want to write a desktop game?

Acorn software ROM board lets you do just that. As well as accepting two-bit games of ROM, you want it will also allow you to add ROM cards RAM. So game writers can use the highest resolution modes

while managing to keep enough RAM to write a different game that also has its own graphics.

Music synthesis seems to be *Micro Mouse II* showed a little software which allows you to connect your level up to MIDI-equipped synthesizers. Most such sets and sequencers MIDI is a musical instrument digital interface.

This will allow you to compose using the Deeper memory (music about that in a future issue).

Computer Crossover are graphics ROM is a must for games writers who want an easier way to produce sprite graphics and about advanced options.

Also released was its Professional ROM. Among other things this will do screen dumps of game screens ideal for high scores.

Comarc was showing its range of single or two disc drives which are completely Acorn compatible.

Over three are below the table and more popular with gamers is the price on down several software houses including medical games such as *Micro River* are now releasing all their new titles on cartridges and disc format.

Data Efficiency displaying the *Kaga/Texas* range of monitors. This included the LX1800 which by doing the fancy screen in some of the graphics modes.

Deeper *Microtechnology* showed off its *Subgame* and accompanying software. No matter as yet but there are some interesting data on programs around. And games are planned for the future.

The answer to the Plus One came from Plus One Computers for joystick games addition was except Acornsoft cartridges that it will accept most popular patterns and joysticks with the Acorn style connectors.



Computer software that will let you compose music and play with synthesizers. Acorn software will let you add sprite graphics to your games.

Electron versions of most of *Kaiser City Systems* popular *Beetle* titles were at the show. These included *Chronic Prehistory*.

The prototype synthesizer sold on from the Lvl design looked quite a while ago. It opens up the world of sound creation at a low cost but not for a moment of this in the near future.

Micro Power's latest game at *Game Ridge* this is a *Micro Power* keyboard available on cassette and disc.

Glouce one of *Micro Power's* biggest selling and a personal level is also now available on ADIB track disc.

One of the few adventure games with sound *Micro Mouse II* was shown by *Micro Mouse* with also had *Quincy* keyboard and adapted *Just Show*.

Speedy Mouse II shown but people to play the same game and will be available shortly from Acornsoft.

Power's first game, *Fortress* was an offer for those of you who haven't seen it in one of the last few *Beetle* versions of *Space*.

Fortress is the first and only game to cross both Plus One. We should see some more soon unless by most peoples' reaction to the game at the time.

Low-cost graphics came with *Plus One Technology's* large printer. But one can't do this with any other in any of the best colours on just one price of \$150.

The Computers showed several Electron add-ons of interest including joystick emulators and a mode 7 adapter. This gives *Followed on* - learning much takes up only 1K of memory.

This should prove very useful for people wanting the advanced games.

Two new games from Japanese software were also at the show. *Madoby* is a *Kingston* keyboard and *Search and Catch* is a ball and *Slipper* but with fewer screens.

ROM Software had a add-on to its already impressive range of games software. A new game called *Micro Mouse* which looks rather like the *10 Plus Mouse*.



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Amiga version: £19.95

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System 3 Software

South Bank House, Black Prince Road, London SE16
Tel: 0858370083

FOUR-WAY GAMEPLAY

Two unusual ways of playing games on the BBC model B micro have recently been launched. First, break new ground in home games control.

The first is by a company called Magic Software. It is an adventure game called *Galaxy Edge* - the first commercially available adventure game designed to work on two BBC B micros simultaneously.

Two players can not only explore the same game at the same time, they can even bump into each other along the way.

There are two parts to *Galaxy Edge*. The Discovery is a one-player game designed to break you in to the story. The second is *Galaxy* from which the two Berts can

move with one another with the aid of the 16-bit packet located on the back. You'll have to find someone who is good at making computer links because you'll need a special one for this game. So don't worry. It's instructions in



cluding wing designs come with the game.

If this game is a success it may open the way to a large number of multi-user games, rather than the Macintosh format.

The second innovation is by a company called Quantum, which has given the rights to the Macintosh QWERTY keyboard replacement. These are cropping up just recently

in France and elsewhere and have been used as a business capacity as a word processor for several years.

Quantum links four BBC micros together - so four players can struggle against each other.

It is also a list source of keyboard entry for adventure games. The list of these has been written by Aconard and is called

Keymap. About 5000 of this will be analysed before any more games will be made for the system.

It certainly sounds like a good idea. Think of the Star Trek type game you could have using a Quantum with a joystick. You could have about forty controls.

A full review of Quantum will be published in the next issue of TV Gamer.

DIARY

OCTOBER

Electron & BBC Micro Fair Show
 Kensington Palace
 150-151, Piccadilly, London W1Z
 Days: 11, 12, 13, 14
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British Personal

Computer and Home Technology Show
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The 1988 Colour Show

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MICRONET UPDATE

Low-cost Cms continues her lead into Micronet, the world's largest micro-computing database, and reports on some new databases.

You've heard of electronic mail, which enables you to send messages via the telephone wires to any of the 42,000 Personal users in just two seconds. There's also Contact, a general access area displaying questions or opinions to up to 10,000 other users.

Even more exciting at Micronet's new Chatline service. It's explained on page 91 of Micronet and is a unique way of letting thousands of users around the country.

Chatline is open at the average 100 times each hour. You can find out a message in the Chatline response time and see it appear on the net in about fifty seconds. All messages received simultaneously are collected and sent back to the thousands of computers in a cycle of 100 pages.

Once online you can see the next message by keying 2, see the previous message by keying 4, or compose your own by keying 6 to get a blank page. If messages exceed 999, our line capacities are kept constantly over written. It's the electronic alternative to CB radio!

If you fancy yourself as an adventure wizard, look at Adventure Contacts on page 80-80A of Micronet. A few examples of the latest entries:

- Betty asks how do I get the staff from the witch in the castle and the monster key from the dragon in Two Kingdoms Valley? Has she been trouble-making the guards?
- David on the other hand, offers money for good information on maps on all the Infocore adventures. And Superia Shari Meehan generously offers free advice to anyone stuck in a level 9 adventure. If you're stuck, why not mail her last? Better still if you

think you know the answer to any adventure problem, contact Micronet with your advice.

"How can a Beech sound as if it's playing the harp?" This was the most question asked by a member recently. We hope we found the answer in Micronet's Music Database.

One of Micronet's newest features is Composer in Music by Julian Clough. It begins by describing the part computers play in popular sound generation. The musical capabilities of the music are quite crude but with a little practice you can achieve 80% of

The simplest and most efficient way to produce music (Julian says) is to cheat and use special music programs. They allow you to compose, compose and edit your own music easily.

Among the music programs on Micronet is Music by UK Software House to the telephones and to page 80B(1)38 of Micronet. The program displays a pattern corresponding to a tune. You can break into the pattern and write your own tune. If you really try to produce music, you're breaking up don't give up. Go to page 80B(1)39 of Micronet to download some software for just that. A-ah-ah Music Made Easy

lets us called Jindira, Cave Gully and beyond on page 700 of Micronet.

For the BBC music theme Music on screen period, check page 80B(1)37 of Micronet. Your objective is to make down the paratroopers before they land. You'll find out it's more difficult than it sounds. Also by Access Line to Mover on page 700(1)176 of Micronet is a general music program for down loading. It's written in Basic and machine code.

But for the BBC or the highly acclaimed 4th Star by MRM. According to Micronet, this game is a big winner. Go to page 80(1)156 of Micronet to find out what they think in 4th Star. You are a prisoner whose task it is to send off four random moving particles as a short time. Microcovering the particles avoiding the Mo Entry signs and removing the weighing machines to escape your prison. This program has great graphics and super sounds. Go to 80(1)154 of Micronet to download it.

If you're a Spectrum owner try the latest free software - Moby on page 700(1)228 of Micronet. It's a buggy on the moon and must steer your craft through mines to reach a safety zone. This game is very simple but highly recommended if you like getting to their objectives.

Another popular feature for the Spectrum is Chatline. It's a unique way of letting thousands of users around the country. It's explained on page 91 of Micronet and is a unique way of letting thousands of users around the country. It's explained on page 91 of Micronet and is a unique way of letting thousands of users around the country.

If you'd like to find out what the future holds for us Micronet has an exciting feature on the Computer of the Future Project. It's a window through which to see in more depth how computers may develop in the future and what our destiny

micronet 800's
free program
area

Free Programs 6000-1
All About Teapot Users 6000-2

micronet 800's free program area. It features a cartoon character with a computer monitor for a head, arms, and legs, sitting on a teapot.

printing music. The Spectrum for example can produce notes of different pitches and lengths but the quality of sound is not realistic.

The BBC and Compo do it 80% of the way. A separate sound chip is used to produce notes of different pitches and lengths but the quality of sound is not realistic. The BBC and Compo do it 80% of the way. A separate sound chip is used to produce notes of different pitches and lengths but the quality of sound is not realistic.

The sound quality produced varies from decent to more. The kind of sound were produced by a computer must be understood by distortion, so it is not a pure sound wave. It has to be a sound that real music is being produced.

by Chatline but were last increased but also moved from BBC Telephones.

Talking of sound programs, if you have a Spectrum music zone to page 80B(1)38 of Micronet. The program displays a pattern corresponding to a tune. You can break into the pattern and write your own tune. If you really try to produce music, you're breaking up don't give up. Go to page 80B(1)39 of Micronet to download some software for just that. A-ah-ah Music Made Easy

FREE GAMES

In previous articles on Micronet, we've described some of the commercial computer software. There are also many programs free of charge. The

THE ARCADE SCENE

Most video and computer games are based on arcade favourites. So Andy Harris tested a pocketful of 10 pence pieces to suss out the latest games larerunners.

When you last saw reports of the Three by Mylar it may well look familiar. This is because it was probably a MACH 3 capsule in a previous incarnation and has been converted using new video graphics and a new logic board into a new video disc.

As set from the fact that it's a laser disc game, the Three is suitable for three players.

First, it was my vote for the most imaginative game title ever. Second, it contains some of the most action ever seen in public. Thirdly, the action is so appalling that it's hilariously funny at times. The Three is the first arcade game that has ever had me laughing out loud.

The space action begins in the control room of an unidentified light or command base. Everything is calm and the players are proceeding as normal, of course. Then suddenly one of the pilots reports: "We've been attacked

by unidentified flying objects."

At this point, the action switches to the great outdoors. There, using enough strength that you're making phonic responses at the far left of the flying object plane. Fortunately, you are equipped with the necessary equipment to fight back: a joystick, control with fire buttons and two effect buttons which at various times, required either for firing or for firing in the rear.

Your craft is also fitted with a shield to protect from enemy fire and collisions. The remaining strength of the shield being shown in the bottom of the screen. Being hit by the aliens reduces the strength considerably. But collisions with stationary objects such as trees is less serious. It's possible to get extra shield power by shooting the balloons - little two-wheeled objects which dart around the screen at high speed.

There are further rounds in this

Three. The action takes you across rural America over Chicago through mountain ranges, across the Golden Gate bridge and finally up into the clouds. Another stop is a desolate stretch to destroy its reactor and save Earth.

Visuals from the video disc are superb, as you would expect, but the relative scale of your plane to the surrounding world is a disconcerting feature.

For most sequences, play begins with the same as for other similar things - just shoot the opposition and avoid being shot.

The banking controls take a bit of getting used to. They are used to avoid effect in the forest sequences - and also when travelling through the mountain stop. At this point, you must manoeuvre a series of items that can be activated only by banking your craft and appearing through. Move while back in the forest, you must avoid being the trees and the a space done-by-judicious use of the banking and left-right controls.

That's just like playing it a video game, observed the pilot.

These efforts work very well indeed, and add greatly to the overall feeling of realism.

And her features are one that would be used on North Star and which you'll



THE ARCADE SCENE

be seeing a lot more of it in future. It's known as odd's coin and enables players to continue a game from where they left off for half the cost of starting again from scratch.

So if when entering the machine they you are destroyed by the enemy or crash, you are given the opportunity to insert another coin and continue the battle at the point where you left it. Unfortunately, odd's coin is offered only up to around ten. As there are thirteen rounds in all, this along the game's obsolescence can be an expensive business.

By now you may be wondering what it was that made me laugh to watch while playing. Oh, it's *Robot Apes* from the appalling series and area such as *Lucha* and *Cherubim* (we have a crisis situation here). The action is interrupted every so often by needless shouting people read from to the overall sound on in the short over their heads.

A family looking a picnic look up in horror a long-remembered great surprise really reminds to Clark Kent in appearance begins to remove his coat a country shopping route from the outside inventory looks up and makes back to open.

It still is correct but it does give the player a chance to feel the biggest from business battles as well as



providing some good laughs.

Oh so there is a few examples of how later date technology can come from with the chip and provide more than just realistic background scenes.

I don't expect the games designer intended it but you can have fun on the game without putting any money in.

Even so I don't think you'll be able to resist this one. Best thing



to seeing the game designer have an idea about the great friends of *Robot Apes*. Recently there's been featured along with the *Spidee* in *Robot-Ape*. Here they are again in *Robot Apes* by Williams.

It's rather similar to many driving games starting off with a qualifying event before going on to the real proper. The difference is the game's title suggests it that you use on roller skates instead of driving a car. The race includes day and night scenes, and probably a space section as well. I don't get far enough to find out.

The obstacles along the way in include holes in the road, walls, palm rocks and two other skaters who have the unfortunateness habit of trying to punch you to the ground at every available opportunity.

You must jump the holes and dodge the palm and thump the other skaters before they thump you.

It's a party game game. The scenery remains static, and both the sounds and the sound effects are unimpressive.

Being a powerful sort of chap I don't like to admit that as far as the concerned, the fun of a punching the opponent and avoiding them sprawling all over the road. But after

a while even the bit of excitement begins to pall and I started to wonder why this game is such a dud.

The main trouble is that it's so unrealistic. *Robot Apes* and don't use country roads with gaping holes and brick walls scattered about. They are city streets where the main hazards are likely to be stray dogs and multiple green.

You're unlikely to be attacked by a fellow skater unless an accidental collision with an unwary jogger is more probable.

It more thought had been given to *Robot Apes* a good original game could have resulted and Williams could have a hit on its hands. As it is *Robot Apes* isn't going to be relied for very long because a game designed to be the great arcade in the city have your money.

If you were to judge all games on their appearance, you would probably choose *Parsons 2* by Jaleco as being a hopelessly dated effort put out by a company you'd never heard of, its presence known only to the directors of the company. That was the opinion I formed and I would like to take the opportunity to admit I was wrong.

The thing that redeems the game for me at least, is a remarkable little first course when you jump two of the control buttons depressed for a few moments.

Before I go any further let's better explain what *Parsons 2* is all about. The player controls a figure who is gingerly making his way across a rocky barren landscape. Every so often he is attacked by creatures and objects both on the ground and in the air. He defends himself with a gun which can be raised or lowered and he can also jump to clear objects on the ground. This is where the fun starts.

Each the jump button depressed for about three seconds and the light figure begins to an accurate enabling you to attack the air borne opponents most effectively. Press the fire but too for a smaller length of time and the result is powerful cannon fire or instead of a machine gun effect, air

PHOTON

Planet Photon has been called 'the living video game'. And it's coming to 100 US cities this year, Deirdre Lloyd reveals.

A planet of light and sound, Planet Photon is a new kind of performance. It's a live-action video game that's been called 'the living video game' by *Rolling Stone*. It's a multimedia experience that's been called 'the most innovative and exciting new form of entertainment' by *Time*. It's a performance that's been called 'the most innovative and exciting new form of entertainment' by *Time*.

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EXCLUSIVE



and the way to the 300-year-old
castle, which is a UNESCO World
Cultural Heritage site.

1. Design: The castle is a masterpiece
of Gothic architecture, with its
towers and spires reaching towards
the sky. The interior is equally
impressive, with its vaulted ceilings
and intricate carvings.

2. Atmosphere: The castle has a
mystical and ancient atmosphere,
with its dark stone walls and
creaky wooden floors.

The castle is a must-visit destination

for anyone who loves history and
architecture. The castle is a
true masterpiece of Gothic
architecture, with its towers and
spires reaching towards the sky.
The interior is equally impressive,
with its vaulted ceilings and intricate
carvings.

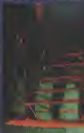
Food and drink: The castle has
a restaurant that serves traditional
Czech cuisine. The food is delicious
and the atmosphere is warm and
friendly.

The night view observation deck is
a must-visit for anyone who
wants to see the castle from a
new perspective.

They can be seen from the
castle's towers and spires, which
are a true masterpiece of Gothic
architecture.

3. Photos: The castle is a
true masterpiece of Gothic
architecture, with its towers and
spires reaching towards the sky.
The interior is equally impressive,
with its vaulted ceilings and intricate
carvings. The castle is a must-visit
destination for anyone who loves
history and architecture.

The castle is a true masterpiece
of Gothic architecture, with its
towers and spires reaching towards
the sky. The interior is equally
impressive, with its vaulted ceilings
and intricate carvings. The castle
is a must-visit destination for
anyone who loves history and
architecture. The castle is a true
masterpiece of Gothic architecture,
with its towers and spires reaching
towards the sky.



and the way to the 300-year-old
castle, which is a UNESCO World
Cultural Heritage site. In 1985, he
was elected Mayor and opened the
castle to the public.

He was also elected Mayor of
Prague in 1985, and opened the
castle to the public.

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Prague in 1985, and opened the
castle to the public. He was also
elected Mayor of Prague in 1985,
and opened the castle to the public.

Favourite games for the Commodore 64

Everybody thinks something of *Demolition Man* but have you read out its title (a outstanding opportunity to obtain multi-use). There are TVG+ personal features.

End Dead by Palace Software (TVG) (A/C) Based on the film of the same name (the film the story of name designers trapped in an isolated cabin by agents of the undead). The game shows the floor plan of the cabin and its inhabitants from above. The game controls simply over four main sections - but its far more addictive than a first impression might indicate. We haven't used it a yet.

Five And by Megal (TVG July) You are an art who must rescue your queen from the sorceress who have enslaved your chambers. Eight

screens must be completed while you fight off evil and collect treasure. Very addictive with good sound and graphics.

Gyrom by Parker. This is a sci-fi shoot 'em up free to the arcade version with possibly the best musical soundtrack to date. It features very fast action through seven screens as you fight your way to Earth.

Heathrow Air Traffic Control by Newco Consultants (TVG, September). This light simulation gives thirty minutes at the life of a traffic controller in Heathrow airport, surrounded by fog, boiling seas of nearby aircraft. The many variables include aircraft types, speeds and headings to differing altitudes, wind speed, airspace restrictions and out going aircraft.

Jet Set Willy by Software Projects (TVG July). Simply made but famous in Master Miner Willy manages to be the high life. His adventures contain many screens of horror like your past through all these screens before midnight.

Madness's Revenge by Parker (TVG September). Nearly over a decade of pain at Paradise for Misspelle through an Aztec tomb collecting treasures and avoiding undead, skulls, snakes and lava pits.

Yakuba by Legend (TVG August). This is a quest for adventure. It's the more advanced than. The Master in the every move you make as shown creatures. Your task is to recover Orlin's golden helmet - to do this you must complete three lesser tasks.

WHO CREATES COMMODORE GAMES?

If you have any trouble getting hold of your favourite games at the shops, write to or telephone the manufacturers. We've compiled a list of their names, addresses and telephone numbers - they'll be happy to help you.

Ablix Electronics
17 Egan Avenue,
London W9
Tel 01 389 2377
Activision
184 186 Regent Street,
London W1
Tel 01 486 5668/8714
Alligata

1 Orange Street,
Sheffields S1 4PW
Tel 0742-755796

Amigo
8 High Street, Morley,
Surrey
Tel 02934-8082
Artic

Alton Street,
Bromley, London
Tel 0401 43552
Bubble Bus

47 High Street, Tonbridge,
Kent TN10 1LJ
Tel 0733-369442
Bug-Byte

Milberry House, Canning
Place, Liverpool L1 8JF
Tel 061-709 7071
Commodore

575 Ayles Avenue, Slough
Berks SL1 4EG
Tel 0753-79292
Comal (see US Gold)
Datascop (see US Gold)

DE'Tronics
Sheep Hill Industrial Estate,
Cuffee Wobley,
Essex CM1 1 3AG
Tel 0799 38390
Games Machine

Business & Technology
Centre 40 Fyfeham Road,
Widley, Gosport City
Tel 76-28444
Heron Consultants

500 Milton Trading Estate,
Wilton,
Abingdon OX1 4EX
Tel 0235 839939
Interceptor

London House, The Green,
Teddley, Herts
Tel 07366-71145
Level 9

229 Hughendon Road,
High Wycombe,
Bucks HP13 3PQ
Tel 0494-24871
Livewire

198 Dean's Gate,
Manchester M3 3NE
Tel 061-824 4322
Lionsoft

49 Mount Pleasant, Tonley,
Hants RG26 6BN
Tel 04356-4478
Martech

Marlow House, Boy
Marlow, Penniney Boy,
East Sussex BN24 8EJ
Tel 0323 758456
Melbourne House

Castle Yard House,
Castle Yard, Salswood,
Surrey TW12 6ZF
Tel 01-940 6044
Microdeal

41 Trans Road, St Austell,
Cornwall PL2 2JH
Tel 0736-2454

My Mirror
67 Portington Lane,
Swinton
Manchester M27 2AL
Tel 061 7282282
Micro Power

Northwood House, North
Street, Leeds LS2 2AA,
Tel 0532-458805
Microspace (see US
Gold)
Mirrosoft

The Mirror Group of
Companies, Harbour
Crays, London EC1P 1DG
Tel 01 802 2082
J. Morrison

2 Glenside Street,
Leeds LS9 9U
Tel 0532-880987
Ocean

2 Central Street,
Manchester M2 3NS
Tel 061 832 6033
Phoenix

Springes House, 116
Aston Road, Farnley, Wolds
Tel 01 828 2828
Puffin Personal

Computer Collection
538 King's Road, London
SW11 0EH
Tel 01-351 2393x213
Quicksilver

Polmontain Park House,
13 Polmontain Road,
Southampton SO11 11T
Tel 0703-20169
Richard Shepherd

Elm House, 33/25 Durdash
Lane, Capenhurst, Slough,
Berks
Tel 06286-42501
Richard Wilson

Station Road,
Wobley W67 0JZ
Tel 05433 2728
Sevens Software
15 High Street, Lydney,
Gloucester GL15 5DF
Tel 0594-43152
Softlab
15/13 Hawththorpe Street,
London WC2
Tel 01 240 1432
Software Projects
Alston Road, Woolton,
Liverpool L25 7SF
Tel 051-428 7990
Software 64 (see US
Gold)
Solar
77 West Drive, Bury, Lancs
Tel 061-761 1770
Toland
University of Southampton,
Gloucester G4 0BA
Tel 041-552 4450x3118
Techstar
12 High Street, Basingstoke,
Hants RG21 6AP
Tel 0262 73778
Terminal
Darby House, Darby Street
Bury & P23HW
Tel 061 781 4321
US Gold/Centrosoft
Centrosoft House, Tipton
Trading Estate, Moorfields
Road, Tipton, West
Midlands
Tel 021-520 7091
Virgin Games
61-63 Portobello Road,
London W11 3DD
Tel 01 291 7535
Wings
Wind Business Centre, Unit
31, Gorse Lane, Dock
Road, Burslem, Stoke-on-Trent
Tel 021-629 7899

Put yourself to the test

Try this mini I.Q. test to find out if you are eligible for membership of Mensa, the high I.Q. society. Four out of these five questions right and you will probably qualify. Which is the odd one out in each of these five questions? Answers are upside down at the base of this advertisement.

<p>1</p> <p>a b</p> <p>c d e</p>	<p>3</p> <p>26 22 18 14 11</p> <p>a b c d e</p>
<p>2</p> <p>a b</p> <p>c d e</p>	<p>4</p> <p>a b c d e</p>
<p>5</p> <p>a b c d e</p>	

Please send me details about Mensa and a copy of your self-administered test

Name _____

Address _____

TS

To learn more about Mensa and how to take the Mensa entrance tests, return the coupon to Mensa, Freepost, Wolverhampton WV2 1BR (no stamp required).

D·A·V·E R·A·V·E·S!

In this month's chat column, pioneering Dave Harvey unconsciously relaxes at the arcades. He soon finds himself persuaded to travel to Africa, where he is beset by heat and cannibals.



Moving Dave Harvey to the chat column. Dave Harvey is a... Dave Harvey is a...

As Dave Harvey is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

Africa. Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

He is a... Dave Harvey is a... Dave Harvey is a...

WIN A COMM

The prize in our competition this month is one of the most popular computers in the world, a Commodore 64, complete with datasette for cassette games and a couple of joysticks.

It's all ready to start playing!

But if you want to win one of these beauties, you're going to have to work for it, right? We want it to go to a good home with someone who can use it properly. So we will expect you to know something about computers in general, and the CBM 64 in particular, to win

SOUND

- 1 How many "voices"?
- 2 How many octaves does each cover?
- 3 Who or what is SID?
- 4 Can you connect a CBM 64 to a hi-fi system?

GRAPHICS

- 5 How many sprites?
- 6 What's the maximum number of colours in a single sprite?

- 7 How many built-in graphic shapes?
- 8 How many colours of text can you have on the screen at the same time?
- 9 How many different characters or symbols can you obtain using the 'G' key?
- 10 There's a special key to send the cursor home. Where is "home"?

Tie breaker: Assume that you have a Commodore 64, cassette recorder and a pair of joysticks. What would you say is the most useful accessory for a games player to buy, assuming price is no object, and why? (Complete in not more than 30 words on a separate sheet of paper, and attach to the Entry Form opposite.)

MODORE 64

ENTRY FORM

Name _____

Address _____

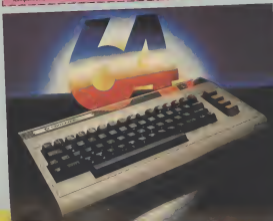
My answers to the questions opposite are as follows

1 _____ 2 _____ 3 _____
4 Yes/No 5 _____ 6 _____ 7 _____
8 _____ 9 _____ 10 _____

Please complete, attach your tie-breaker and post to
Competition, TV Games, 187 Oxford Street, London W1R 1AJ

Competition Rules

1. All entries received by the closing date, 24th October, will be eligible and correct entries will be judged by representatives of both TV Games and Commodore.
2. The prize will be awarded to the entrant who correctly answers all the questions and in the event of a tie to the entrant who is the youngest of the winners, unless the local organising committee decides otherwise.
3. The prize winner will be notified by post and details will be published in a forthcoming issue of TV Games.
4. All winners must be under 16 years old from 1st June '84. Prizes are not acceptable.
5. The prize is a limited TV stand with and operates on domestic current for competition winners.
6. The winner's address is final.



ARE YOU GUYS HERE FOR THE
QUESTIONS WE ASKED IN THE
HOUSE?



Naturally the
POLITICIANS
weren't standing
still! Questions
were asked in the
HOUSE...



AND at closing time, the
HEROES prepare
for confrontation...



IT'S NOT THE
QUESTIONS I CAN'T
STAND - IT'S
THE...

...AND
THE PROBLEM IS
THE HOUSE IS...



SO

HOW ARE WE SUPPOSE TO
GET TO THE BACK?
I THINK THE HOUSE HAS
BEEN A BIT... STUCK...

THESE ARE THE
STICKY
BOMBS!

JUST TAKE OFF THE OUTER
COVER AND YOU HAVE
EXACTLY 5 SECONDS TO
HURRY AT THE END OF
WHICH IT WILL GOCK OFF
IN FLAMMATION



AND THROW
ON!



TAKE
AIM...

AREM THESE
STICKY BOMBS
SOME MORE
STICKY!

CRACK!

IT'S
HAPPENING
IN
5
SECONDS!



NEXT:
EX-TECH
SELINA SCOTT!

BUCK ROGER'S

PLANET OF ZOOM



Darrin Williamson shoots his way through the eleven screens of the first Adam "supergame".

the bottom of the tank. You'll easily spot the mine because the red trail with the glowing green tip. Destroy the mine before it can plant its seed in the mine.



Antiscud The lake weed lake is space again. The lake plant is again different from the normal antiscud because it's not a mine. It's a small boat with a glowing green tip. If you're correct, you'll see it. If you're correct, you'll see it. If you're correct, you'll see it. If you're correct, you'll see it. If you're correct, you'll see it.



Room surface To destroy surface of Room is only the last step and for not about all the time. You can see it on the screen. There is no real reason to the mine. It's only to try that it's not a mine. It's only to try that it's not a mine.



The Command ship It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game.

A long line at the end of the screen

is the "Antiscud" (the red body) which is the "Antiscud" and go blue for a few seconds after the next mine is destroyed.



Space way Tunnel It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game.

to the screen. It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game.



Decking sequence It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game. It's the most powerful ship in the game.



VEE HAV VAYS TO MAKE
YOU ILL

SPECIAL OFFER FROM
SPECTRUM ES 95

Special Operations has 2000 of them ready to go with a harrow Spectro gun, what kind of games can we expect for the UK? - **ARMY COMMAND**
A graphic adventure, track your force to locate, photograph, penetrate and eventually destroy Hitler's secret gym warlike establishment.

JERRY'S BOY

DRAGON/TANDY 80K, COMMODORE 64K, WANGTECH MYS 200-218 68K
ALSO FOR SPECTRUM ES 50, ELECTRON/ BBC MICROCOMMS 68K
You'll definitely get selected - many other words - good value for money - success guaranteed!
There's still plenty of light left in the Conquests South as each side sends forces to do battle on a full graphics battlefield. One or two players



CONFESSIONAL: JOURNALS FOR / SPECTRUM 68K
For use with the Master CONFESSIONAL program, this add-on pack gives you four journals as if you're John Casey Crockett, Abraham Lincoln, George Washington and Karl following the Galtman Invasion in

DIG THIS FOR ATMOS



SPOOKY MANSION
ATMOS/COMM 48K/64K/80K
Ankared by bats, noobs and everything that moves, intrepid explorer Hugo First lights his way through the spooky mansion collecting weapons, solving puzzles and condemning them to a fiery hell. Great effects and sound, good machine-code graphics. 16 levels of levels - 7 screens.

DIGGED
ATMOS/COMM 48K/64K/80K
Monsters in the underworld try to stop you taking your gold to the bank. Clear the season and they re-emerge with new might. Up to 80% of the game played by a few characters and graphics.

CHARLES BRICK

When a little monster gets stuck in a hole he's caught in a time-travel. Charlie is trapped in a sealed warehouse. Avoiding the police and keeping your head in the door is a real test of escape to the next warehouse. 2 screens, 10 increasingly difficult levels. Sound and graphics multibyte color graphics.



A GAME TO GET YOUR TEETH INTO!

BEARIN BY THE BRIDGE
SPECTRUM ES 95
Get yourself off the coast to reach the subterranean depths of Dracula's Castle, where you release the Villagers and Dracula. Who must be killed to be on for the first half of the castle.

HYPERBLASTER
SPECTRUM 68K
You are controlling a probe in outer space. At night when you are attacked by an Alien force. Can you last your Hyperblast and plunk into Hyperspace? Fast action. 100% machine-code. 15 screens. Keyboard and joystick compatible.

Special Offer Limited to the original price. 1 copy ordered order. Buy 3 special offer price. See website. Contact 0203 203000 for details. To be in the Conquests game collection for just 99p. Offer applies to UK and Europe. Delivery only. UK only. Limited.

Product name	Original price	Special offer price
SPECTRUM 64K	£19.95	£14.95
COMMODORE 64	£24.95	£19.95
WANGTECH MYS 200-218 68K	£29.95	£24.95
DRAGON/TANDY 80K	£24.95	£19.95
WANGTECH MYS 200-218 68K	£29.95	£24.95

Special Offer: Limited to the original price. 1 copy ordered order. Buy 3 special offer price. See website. Contact 0203 203000 for details. To be in the Conquests game collection for just 99p. Offer applies to UK and Europe. Delivery only. UK only. Limited.

N.S.S.

LOTHLORIEN
more action for your money

As a member of the Conquests series, a 100% machine-code game for the Spectrum 68K, Commodore 64, Wangtech MYS 200-218 68K, Dragon/Tandy 80K, and Wangtech MYS 200-218 68K. Delivery only. UK only. Limited.





ZENJI

**Zenji is a strategy and puzzle game heading
Activision's new generation of games.
Deirdre Boyd gets through the first screens.**

Created by Matthew Hubbard, the object of Zenji is deceptively simple: You must join a mass of "Elements" to the central source. The result is a circular cross shape, or ring.

The goal is simple, but the game grows increasingly harder. The

down to zero. You'll score a bonus of 150 times the figure showing on the screen when you reach it.

The top-left screen shows the opening stage, with 800 bonus points to be collected. The screen inside it shows the second level, where the



more you'll linger each time you successfully join it. The two deadly forces of disease start to rear their heads. And you have 100 seconds to



move the beam of light to a different green spot.

The screen left next to it shows the third level, with 1,000 bonus points to



collect. The next level is the most difficult yet. It has two players, and it's a race for time, and for points.



you'll have to find your way to the green spot, and then you'll have to move the beam of light to the green spot.



At the start of each stage, you will see one obstacle with the square you search is usually before it, and



Zenji is available for the PlayStation 2.

Zenji costs about \$49.99 on the PlayStation 2.

INSIGHT EXCLUSIVE

Illustration: Matt Miller

Now we've whetted your appetite, here's something to get your teeth into.

Printer Technical Specifications

Printer / Plotting system	Self-Feed Plotter, 4 colour
Plotting speed (horizontal)	32 mm/sec (3.0 fsec)
Plotting speed (vertical)	25 mm/sec (2.5 fsec)
Printer Speed	10 characters per second
Resolution	2.2 mm/step (0.0087 inch)
Maximum plotting range	76 cm (3.04 ft) wide, 2 m (6.56 ft) deep. Plot limit: 100 cm (32.8 ft)
Character set	80 or 100 characters (determined by software program in use)
Character set font	ANSI (80) or (1) 14 for 80 or 100
Accuracy (typical dot placement) (horizontal)	0.2 mm (8 mil)
Accuracy (typical dot placement) (vertical)	0.25 mm (10 mil)
Availability	250 countries (225 free)
Parallel interface	8-bit parallel (IEEE STB-412 and ASCII) or RS-232C
Temperature range storage	0 to 50°C (32 to 122°F), -18 to 70°C (-0 to 157°F)
Humidity range	10% to 80% relative non-condensing
Power supply	Switch to cover supply used 100-120 VAC, 200-240 VAC
Dimensions	10% wide, 6 1/2" deep, 2 1/2" high

Atmos Technical Specifications

CPU	6502A
Memory	On-board 16K or 48K RAM
Memory (RAM Model)	Maximum 48K RAM, expandable to 64K (on external control)
Language	Expanded BASIC
Keyboard	Teletype style and print, 27 keys, standard 12 character layout with function keys, numeric and numeric function keys
Display	Cybernetic 8000 or colour TV 8000 adaptor with monitor 40 lines x 25 rows
Teletype character set	See font in Teletype manual (standard ASCII available through built-in 80 row detachable character set)
Graphics	240 x 200 resolution
Graphic facilities	Freeze, lines, circles
Sound	Intelligent speaker and amplifier, 3 channel sound, real-time on-chip control, complete control (3 channels, no additional)
Storage	Atari cassette recorder, Atari Compact Disk or 5.25" 5.25" Disk Drive
Interface	Centronics expansion port, Hi-Fi (RS-422), Hi-Fi TV cassette recorder
Other	Wide area language control in four drawing programs or slots

Micro Disc Technical Specifications

Formatted Capacity	160K bytes per side (double density) or standard
No. of Tracks	40 (50 on double expansion kit) (same side)
No. of Sectors	14
Bytes per Sector	204
Transfer Rate	250K Bytes/Sec
Supports up to 500 files per a disk (or 5 per single or double sided) 40 or 50 tracks. User definable subdirectory structure in up to 10 files (per track) (depends on disk card format)	
Copy allows mirroring of logical and machine code files	
Utilities	The following utilities follow:
1 Backup	Copy whole disk
2 Copy	Copy files, another
3 Del	Delete file, following wildcards
4 Dir	Display directory listing
5 Dis	Print file's address number
6 Format	Format and initialise a disk
7 Load	Load a file (code data or flow-)
8 Protect	Change protect status of file
9 Reset	Reset file's entry from a file
10 Run	Run file's code
11 Save	Save a file (code, data or flow-)
12 Store	Store a flow entry or a disk file
13 Sys	Change system configuration

Additional utilities available through software.
 Specifications are subject to change without notice.

Available at Alders, Currys, Dixons, Greens, Harrods, Laskys, Rumbekows, Spectrum and Zappo Computer Centres



THE AVIATOR



One man's flight to save his home town!

Aviator lures alien-zapper fan
Boffin into the world of flight simulators.

After a quarter-century of being known as the "computer game" developer, EA has now become a household name in the world of flight simulators.

Apparently, when EA's "The Sims" and "The Sims 2" were first released, the

game's success was not the only reason EA was successful. EA's "The Sims" and "The Sims 2" have earned EA a reputation as a "game developer" in the world of flight simulators.

EA's success in the world of flight simulators is



The wide array of flight instruments looks daunting—but on a flying tour first. Basically, if you read from right to left, you will see the following:

Fuel gauge: goes down as you fly around. If fuelled by bombing, the speed indicator tells you how high (in feet), and you see going elsewhere tells you your height is 100s and 1000s of feet.

Airflow/altitude: tells you where the you are upside down, right way up or indifferent (nothing particular). Compass: no prizes for guessing what it does.

Stick position: shows what should be happening to the joystick.

Rudder position: little used, but shows how your rudder deviates to the left and right.

Vertical speed indicator: often was known as the "SI" register (one of climb or descent in 1000 ft per minute).

Slip-and-tilt indicator: sounds good—but I haven't used it yet. **Thrrottle setting:** moves from left to right the more power wanted. **Radar:** Who gives you that? **Sartre's cockpit:** Who cares? It's, really, the most useful thing on the dashboard.

Below the radar are three lights going left-to-right. There are, respectively, undercarriage up/down, flaps up/down, and brakes on/off.



The view, approximately, from Aviator's cockpit. (The view is wrong.)



The view before the launch of the river and the bridge.

placement of the controls. Playing the game with the keyboard is a bad move—keys are usually tied in lines by the end of a joystick is far more practical and stylish for the budding pilot.

The joystick works the elevator and ailerons (harder to do with it), but not the rudder.

All the other things such as throttle gun, engine, system, flaps and undercarriage are listed in the useful operating manual. No prizes allowed in here!

The fun of playing Aviator comes with the team of still in the three-dimensional world. Before the take off is necessary. Nothing could be simpler—or a 10" for those complex and thus it sounds.

To take off, it is needed to have a lot of runway. Then turn on the engine, put up the throttle to a fairly high level, and release brakes. When the air speed indicator reads about 120 miles per hour, slowly pull back on the stick.

The art of flying is quickly found—but landing is another matter. First you must slow down, which appears to take hours. Using throttle and ailerons get into a straight approach path to the runway.

After you are going below 500 mph the flaps may be lowered to give extra height and speed.

As you climb to the runway, pull up and try to float over it. Careful use of throttle is needed to avoid a nose-

dive into the terrain (ouch!).

By now the undercarriage should be down and you should be a few feet over the ground. Then keep pulling back (the joystick moves) while you pull the throttle. Try to keep it at 4/10 of two feet above the ground and wait for it to stall, the last bit of it. Then apply the brakes and steer along the runway into position for the next take off.

To do the take off, both Aviatorville and the bridge must be lowered. For this the trap is used to assist.

To see the excitement of Aviatorville and the bridge. It's exactly what to a point where you fly over the lake. From there follow the river to the bridge.

To fly under it you must be low and flying at a constant altitude. Using under the bridge, push into a shallow dive. Then just before you are under

it, start pulling out and climb. No control with that, you can try it upside down!

Flying through Aviatorville is by harder. To attempt it, you must be familiar with low-level flight and landing. It is the ultimate in missions because you must fly below the height of the lowest building (LEERS).

To land Aviatorville, fly over the lake and turn due north. It appears that between two hills. To score the 100 points for the mission, you must fly below the lowest building. The best method is to land and use through the stream. For really talented pilots, this is a trick.

General tips that was being needed with the joystick—it is not an arcade machine. Use small movements or you'll end up a spin. The computer is good at its nasty to still learn to judge distances and speeds and back on throttle in the air, and don't fly anything a Sartre could not do.

You may think that all there is to Aviator. But not in true space in modern style, climb, descend to kill the people of Aviatorville. This is unfortunately known as the Theme.

The story of the Theme is an irregular idea with first stretched to their experience. I am told this means they are leading. Whatever they say is so, that is the best thing to do.

When also having search avoid the beds of Aviatorville, pull off a few more back to rest, and

SPECIFICATION

Name: Aviator
Supplier: Activision
Price: \$14.99
Machine: BBC'87
Rating: Value 4
 Graphic 4
 Sound 2
 Gameplay 4



The two dim wings accompany the leader 'Wingsman'.



Being pursued by enemy fighters is still the norm.



The difference of four jets (instead) really is visible.



Accidentally lets them ahead. Then you'd be stuck through the streets.



A few passes over the houses. Don't try anything a fighter would do.



Flying towards an obstacle and it isn't there!

start the defence of your home town. Also, try not to get too close. Shock waves from explosions send you spinning out of control. I then hit strongly B - like sea-sickness.

Even if you don't like the idea of a flight simulator, the sport games should keep you satisfied.

One final note: if you are an aggressive arcade player like me, this

is worth looking at. It has changed my outlook towards flight simulators - any game with that much influence must be worth playing. Scrabble with the rest of Acorn Squares. □

BEST FLIGHT WITH THE BEST

Flight simulators for the BBC, Commodore, Electron, MSX and Cric/Atmos

Ready flying is Boeing 737 jet B14, 737 Flight Simulator by Salamander Software for you. It was written by a professional pilot - and it shows. The detailed manual accompanying the game includes a flying lesson.

As with *Aviator*, screens both are in black and white. This simulates night conditions, when only the runway lighting is visible to the pilot from the flight deck.

The layout of the instruments is the usual one for a 737. To the left are the 'stand' flying instruments, on the centre are fuel and power gauges, and on the right are the two rectangular displays. Your instruments include:

- compass
- air speed indicator
- artificial horizon
- altimeter
- warning lights
- power indicator
- gear position indicator
- flap indicator
- distance to navigational beacon
- height indicator

- bearing to beacon
- radio altimeter receiver
- water marker beacon indicator
- fuel gauge
- slip/sketch
- vertical speed indicator
- tach no.
- instrument landing system

Not surprisingly, you'll find that twenty-seven keys are needed to control your jet's actions.

You start on the runway, taking off into low cloud. You can see the extended runway centre line, because conditions, and the jet's track over the ground, as reflected by true air speed and wind velocity. This is how a radio controller would see them in reality.

Ten miles before take-off, your instruments through the clouds, guided by the radio navigational aids. This is the most difficult part of the whole game.

After landing - or crashing - you connect at five ways: present or new position, take-off or landing position, or reloaded with a new layout. If you take the last option, you

connect up your own airfield and atmospheric conditions.

737 Flight Simulator is available on the BBC and Electron. Versions for the Cric/Atmos and new MSX versions will be out before Christmas. All cost £9.95.

Heathrow Air Traffic Control presents another view of flying: that of the traffic controller.

This game was reviewed in the September issue of TWG, so I'll give a brief outline only.

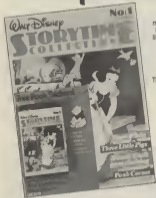
The graphics show a radar screen with London's Heathrow airport in the centre. Its surroundings by four 'holding areas', in which up to twenty planes can be.

The variables include aircraft types, speeds and headings to differing altitudes, wind speed, simple mathematics and outgoing priority. There are seven difficulty levels for you to try.

Heathrow Air Traffic Control is by Hewson Consultants, and sells at £7.95. It runs on the Commodore 64.

Coming soon! Coming soon! Coming soon! Coming soon!

Walt Disney Storytime Collection



Meet all your favourite Disney characters in this exciting new magazine and cassette collection. Every fortnight you can read and listen to the adventures of Mickey Mouse, Donald Duck, Baloo the Bear, Goofy, Dumbo and all the Disney favourites.

Each magazine is packed with stories to appeal to everyone. There's magic, fun and adventure, from slapstick comedy to fairytales and serials based on the most famous Disney films — as well as a pull-out section with puzzles and pages to colour! Children will love to listen to the cassette accompanying each magazine, in which well known TV personalities bring the stories vividly to life.

Listen to the tape... look at the pictures... read along word for word

In Part 1, you can hear Penelope Keith begin the adventure of Snow White and the Seven Dwarfs, follow the intrepid hero Donald Duck as he goes mountain climbing, meet Pooh Bear and his friends in the Hundred Acre Wood, and lots, lots more.



So don't miss Part 1 of your Disney Storytime Collection—
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ZAXXON



Long popular in the arcades, **Zaxxon** has been converted onto popular micros. Danny Pearson vies with the evil robot warlord.

The first thing you notice about Zaxxon is the 3D effect. It also has a diagonal scrolling feature which is very effective. The overall picture here is for the C-1-

com. But the game can also play on Commodore 64, Spectrum, MSX and Amiga machines. There are no differences between games.

The Story of Zaxxon. Zaxxon, the

evil robot warlord, is taking control of the galaxy. He had made a new time window but his stronghold from which he rules his minions.

It is your job to stop him before he enslaves the galaxy for ever.

To help you, you are equipped with a Starfighter. Your fighter has three sub-weapons: a laser cannon, an altitude indicator and a fuel gauge.

The laser cannon is activated as the score of your fighter. It can destroy everything except the walls of —

Zaxxon's screens

The object of the game, of course, is to destroy Zaxxon. En route you will encounter two asteroid formations. First comes the parabolic outer asteroid. After that comes space where you must battle Zaxxon's fighters. Then comes the inner asteroid which contains Zaxxon himself.

Now onto the things you will meet in Zaxxon:

Laser bursts look like small orange pyramids. They fire only once. But on levels three and four they can track you.

Fuel tanks are a green cylindrical shape. They are essential to survival and you must collect very often on level four. To refuel, you simply shoot a fuel tank.

Minors. If you stay too high for too long a minor will be fired at you

SPECIFICATION**Name:** Zaxxon**Suppliers:** CBS
Electronica
US Gold**Machines:** Atari VCS and
NES
ColecoVision
Commodore 64
Spectrum 48K**Price:** \$38.95 (Coleco)
\$39.95 (Atari)
\$9.99 (Commodore,
Spectrum)**Rating:** Value 3
Graphics 4
Sound 3
Gameplay 4

being destroyed to get through. You must take your fighter to 250 points to win, but bottom on the asteroid makes Zaxxon.

As if that should weren't enough you will also see a fighter coming to rescue you. To get it, pull up as soon as you pass the asteroid, bring all the time. You should be a wif with no trouble at all.

Space: After you leave the first asteroid you will fly into space. This is inhabited by fighters. The first six fighters will come in groups of three. To destroy these, fly down as low as you can on their attack.

The remaining fighters are destroyed much more easily if you shoot as high as you can go.

A signal will appear when the fighter wave is about to end. The action will pause for a second when the last fighter fires.



The on-wall will appear only and it's almost impossible to avoid. To win, try if you can to get into the fuel tank before you are shot. So - level three, double for example, must be the first target.

The first asteroid. After you have selected your course you will see your fighter flying towards an inner trackable wall. This is the first asteroid formation. After the wall you must hit through and laser bursts.

After a few minutes another wall will appear. This usually has a fuel tank which built into it (except on level one - the first time around). If

**HELPFUL HINT**

As you pass each of the first asteroids you will see fuel tanks and get them. This is very helpful but difficult on level four.

On level one and two try to blast everything you can. If you do, you should get a reward before you leave the first asteroid.

On level four, try and outpace which bursts won't fire.

The second asteroid. After space you will be flying towards a wall exactly the same as the first asteroid. It is inhabited by three separate asteroid fighters and - but for one last - Zaxxon.

Minors are small cylindrical objects. They fire lasers at your ship. These shots are broader than the laser bursts because the minors can fire more than once and they can track.

On levels one and two they are easy to pick off. This is not so on levels three and four. On these levels they can make their blasts track you.

Finally there is, of course, *Space Station*, which looks like two stations stuck together. Two random boxes on the dashboard. The last feature is help in the manual, which he will hand out to you.

He holds the missile under his arm and you must destroy it before launch. If you do it will blow up in his face and you will get 5,000 bonus points. To destroy the missile take your finger to 200 points from the bottom on the attitude indicator line up with the missile and fire repeatedly.

Bugs and Eggs. These are inside in the game. They appear in the right hand corner of the screen. So if you suddenly see the letters OIL - common. Unfortunately I found them quite by accident and have never found them again.

There is also a bag which can



openly blast your score. When you reach *Station* about the missile in the second way. This is the second or two before it explodes, try to crash into one of the lines he fired. With practice you can do this every time. *Station* will be destroyed you will get 5,000 bonus points, and another crack at *Station* without having to go through *Space* one and two.

But there is a way for *Station* to cheat. If you destroy a laser turret it will appear on screen, and its main is back of the center it will fire at you. So if you suddenly die for no reason it will be because of this.

After all that, there is a sequel to *Station* in the arcade. Called *Super Station*, it hasn't yet been converted to run on home systems.

There are few differences between the two games. The main one is that your fighter moves faster. Then instead of being into space after the first asteroid, you go through a tunnel. Also *Station* is replaced by a fire breathing dragon.

Now *Station* is much harder than its predecessor, and hasn't proved as popular. But here many games could cope with an even more outrageous version of the addictive game. □

HELPFUL HINT

If your fuel is low when you reach the second asteroid, you must get the two fuel tanks that are over the wall. Even though you don't use fuel in space or on the asteroid, you do when you jump *Station*.

After the fuel tanks, a fighter and a blue robot will be coming at you. On level four take control of the fighter because it is easier to hit than the robot.

COVERS OF GLIMEX

Machine: Atari 1050 (16K cassette)
 Supplier: US Gold
 Price: £9.99

Type of game: adventure
 Covers of Glimex is a constantly an exciting adventure (puzzles) that is manufactured in the UK by US Gold under license from Glaxo.

You must explore a large cover now meant to search out hidden treasures.

On your way to finding the treasure you may find probably will, come across a wide assortment of puzzles. There like nothing but as in life then playing with your life. They include riddles, brain benders, puzzles, and what looks like a math course, and very fast mindstorms. You can also come across death if you fall into an acid pit or run into one of the blue walls.

There are just levels to the game with the fourth being the hardest of the lot. Here most of the surroundings are invisible. Also this is a fun way scrolling screens adventure game - so you've got to get your limbs into

Dave Barnes

Value: 4
 Graphics: 3.5
 Sound: 3
 Gameplay: 4

To make things easier for our readers, below is a list of the pages on which you will find reviews for your machine. **BUT NOTE**, most games are being converted to suit a popular machine. Keep all TFC reviews even if the game is not for your machine - it's likely it may work for

GAMES	Pages
Acrobat	45
Atari	44, 45, 50
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Commodore 64	48, 52, 58, 59
CDLMS	51
Dragon	47
Infelusion	54
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Spectrum	48, 53, 54, 57

ROLAND ON THE ROPE!
 Machine: Amstrad CPC 664
 Supplier: Amstrad
 Price: £8.95
 Type of game: puzzle/kill

Roland (a fish) Ropes is another of the new Amstrad games.

Using the keyboard as a joystick, you manoeuvre Roland through a maze called 'Labyrinth'. You must find the way which is at least one foot short of level for your fish. There are various obstacles in the maze such as electric rats and giant eels which rob you of your strength. These must be avoided at all cost.

As you explore the maze you will discover treasure - scrolls and books which add and remove if you discover a green bottle (your strength) or a blue one (your strength). You can also discover letters which spell out a year's message.

When you reach the end of your strength a required plus (1000) points and 1000 points. If you lose the game you have a 'Game Over' screen, you can play again without restarting which must be said.

The sound is very good (like other Amstrad titles) and the game is quite simple and fun to play. The graphics are brilliant and it is a fun game to play.

Andrew Marshall

Value: 5.5
 Graphics: 3.5
 Sound: 3
 Gameplay: 7.5

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PETCH

Machine: Commodore 64
Supplier: Amiga Software
Price: \$29.95
Type of game: action

This is a very good game for either one or two players. It is turbo-loaded and only takes one and a half minutes to load.

Petch is a cutely little penguin controlled by joystick or keyboard. He has to travel around a maze of ice blocks to collect a load of diamonds.

On his way, he must avoid the snowflakes and snowball monsters who will kill Petch if they touch him.

Petch can fight back by sliding the ice blocks at the nastiest jostling them and gaining points. Or he can destroy the snow monsters' eggs before they hatch.

Extra points are awarded if Petch can arrange his diamonds into a row.

Your lives are given with an extra life at 50,000 points. If Petch can survive for two minutes, he moves on to the next level and starts over again. There is not a lot of difference in each level, but it does get harder to dodge the monsters on the higher levels.

Extra points are awarded if Petch can kill all the monsters in a time limit of sixty seconds in a very hard test to accomplish.

You can see the pause game facility on option in optional game if you've made a bank of it.

There is a slightly annoying bug as Petch moves on to the next level, when the bonus score is displayed, and seven polygons do a little dance to celebrate his joy there.

But the graphics and sound is Petchy are good. This game is definitely worth buying.

Enzo O'Hara

Value: 4
Graphics: 4
Sound: 4
Control: 4.5

October GAME REVIEWS



WEST

Machine: Commodore 64/128
Supplier: Talent Computer Products
Price: \$9.95

Type of game: educational

Indian letters and words are the focus of the fantastic *Westward*. While trying to find treasure, the reader uses a simple keyboard.

In the real time adventure game, given thirty lives to use with and certainly need them, any mistakes on the keyboard end a life or two.

Meet a noble when you are out, yet a pack of cards that shoot his whereabouts.

A nice touch is the benefit that some of the trees which represent each time you enter the main street.

A save and restore facility is available for use in the game.

The only two complaints are that when all thirty lives have been lost, the whole game has to be reloaded to play again. I also found the game so simple in that game as to your possession at your first life, but appears to have disappeared on subsequent lives.

JP Thompson

Value: 3
Graphics: 2
Sound: -
Control: 3



GILIGAN'S GOLD

Machine: Commodore 64 (+ joystick)
Supplier: Cyber Software
Price: \$9.95

Type of game: climbing/slide

From the title page, you are led to believe that the setting is South America. You control Giligan, who must be fearfully lowered through a complex maze network to pick up and place in a wheelbarrow no less than twenty two bags of gold.

Although the maze is three screens wide—containing six trees and two bags respectively—the screen content is complicated sequentially. You can move horizontally from section to section, to a later part of the maze, but passively.

The bags are collected one at a time by pressing the fire button, and approved, suitable as the upper



most level, but really check on the items, looking at all items that survive, especially the last.

In the first and third stages, a lift is provided to access all bags. If you should step off any level, without a ladder directly adjacent, or run out of ladder when moving downwards, you plunge down the deep, immediate and obvious.

Handbars, ever present, are in the shape of two angled handles who kill you on contact and both speed and tracks which move to and fro between some sections.

Handles may be temporarily knocked out by releasing a gold bag on them. This is often needed—be cause when carrying a bag, you rightfully must move quite elegantly. You can also stir handles by backing them with a pack for the few seconds while the privilege denies.

Each bag placed in the wheelbarrow starts points and the bonus—a measure of time remaining—is increased to 4,000. If you do not deposit the next bag by the time the bonus reaches zero, you lose a life.

When a handle moves at the same section as you, an obstacle here is played to signify his entrance and continuation with to the atmosphere of the game. A very welcome feature is that when you are destroyed, you don't restart from scratch. All is as if you left a beam already collected, or not respired.

Throughout the game, a pleasant tune plays. I would have preferred to see a greater variety of sound effects incorporated. There is, for example, no sound to register that a bag has been dropped into the wheelbarrow, not during the time the pack is in use.

Farooq Agha

Value: 3
Graphics: 2.5
Sound: 3.5
Control: 4

**SEAN RIVER**

Mechanix Empire 32 (joystick required)
Supplier: Microcad
Price: £9.00

Type of game: arcade

The object of this game is to clear the screen of blonks, avoiding chains and spacers.

The chains follow you slowly, trying to get in your way. The spacers bounce around the screen at random. Contact with either means losing a life - you begin with three lives.

There are also energisers in the game. When hit, they double your points scored for a short period of time.

The graphics in Sean River are very basic and the gameplay difficult to master with the somewhat limited joystick. The sound is not terrible, but cannot change any more on an 8-bit game. If you are contemplating buying Sean River, all I can say is don't bother.

Jeremy Walden

Value: 1
Graphics: 1
Sound: 3
Control: 2

**GREEN CROSS TOWN**

Mechanix: CMC 1/Amos
Supplier: UK Software
Price: £7.00

Type of game: Frogger-type

Green Cross Town is a variation of the arcade classic Frogger.

For those who have never played Frogger - if there are any - the object of the game is to guide the frog safely across the motorway avoiding the traffic. There help him to cross the treacherous river using the marker and help him to live on the

bank.

As he leaves the driver traffic and the water that patrols the river bank.

If you catch a fly, you are awarded bonus points.

This game is addictive, but the graphics could be better. The colour is good and the sound effects are excellent, with lots of tones.

The game also features a hall of fame and fairly good graphics.

Mark Sestagale

Value: 3
Graphics: 3
Sound: 4
Control: 4
Arcade: 3

**ORION TRIP**

Mechanix: CMC 1/Amos
Supplier: Salamander Software
Price: £9.00

Type of game: strategy

These are the voyages of the starship Enterprise.

After the game has loaded, you are asked to enter your skill level from zero to nine, and the length of game from zero to two. You then receive orders from starfleet command, your task is to lead the galaxy of the Enterprise.

The display shows a short and long range scanner, so you can see where you are. The statistics and damage reports are also displayed.

Most of the keys are used in the game. And the various tasks include capture three warp drive hyperprobe, planets and imperious.

The game is hard to master because you can easily get destroyed if you are not given time a Empire star and badly damaged. Then you might be unable to move if the planets and so are trapped in the Klingon traps.

Smart Crest

Value: 3
Graphics: 3
Sound: 1
Control: 3

**STARSHIP**

Mechanix: CMC 1/Amos 48k
Supplier: Sector Seven Software
Price: £9.95

Type of game: shoot 'em up

You are the commander of three heavily armed starships, defending your planet from the war fleet of the Cavonian Empire. So say the starship operators.

Eight alien spacecraft can attack any you in formation. Each spacecraft has eight shots to destroy. When all eight spacecraft are destroyed, another wave moves into attack.

When playing the game, alien - who shoot at you vertically and the generally - move down the screen to waste you. When they reach the end of the screen, they reappear at the top.

There is a high score chart and a chart that shows how many points you get for killing the aliens.

I would not recommend this game to any One owner as it is slow and boring. The Ultra or Amos 1 would be much better value and should keep any arcade freak interested.

Robert Elliott

Value: 3
Graphics: 3
Sound: 1
Control: 1

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TANSOFT

**RIVER RESCUE**

Machine: Atari 400/500/800/XL/4+

PRC - 4999941

Supplier: Creative Sports

Price: \$2.95

Type of game: shoot 'em up

You are the owner of the fastest power boat in the region. You must speed your boat along the river, picking up desperate fish, a party in one side and dropping them off on the other side of another party.

Of course, life isn't that easy. You must avoid or shoot crocodiles in your path, crocodiles, dogs and sharks.

If you manage to drop off six or more crocodiles, you will have to race crocodiles near through a lot of ponds to get an extra boat. This will not last long because when you start after the first year boat will be going two or three times faster than normal.

Occasionally a helicopter will fly over you and drop crates at the river ahead. You must shoot a path through these obstacles you will no longer be the owner of the fastest power boat in the region.

The board is designed that affects it as one for graphics. I don't say how long this game will hold your attention. I haven't had enough.

Janie Gladwin

Value: 2.5

Graphics: 2.0

Sound: 2

Control: 2*

**BLOCKING PER**

Machine: NEC 2

Supplier: Monopower

Price: \$7.95

Type of game: puzzle

This is not another version of a puzzle code for Q*bert, but with a different variation. The usual pattern, it is been altered vertically and horizontally pieces have been placed with it with about 1.5 million variations.

The manufacturer has a nice graphic

October GAME REVIEWS



instead of Q*bert, the entire chain has been replaced by the reptiles for you and a game with the same old with a completely new twist.

The new title uses a 3-D looking screen with a great look, starting colorful but the real stars are the cut-out pieces. Except for the new 3-D effect, the game has the appearance of a well designed and fun looking. What to expect the graphics, especially on Atari 400/500/800/900 and NEC 2.

Blocky to H-level, there is a few graphics pieces - sometimes you can when finished with the level. If there are a few pieces - it is an opportunity to get a few more. It's a little after fun and pleasure to be used. You will be naturally, maybe not to the top 3-D - necessary. Don't say only the three can be used, it's because as they are to be used, every.

Some pieces can be pulled by jumping on the hole creatures which have done but piece behind them. You have to climb up the 3-D boards before you can jump into the next level.

On higher to why the graphic jump into each level. This is made with more difficult by a 1, who keeps forward from back to two on your color.

Above you see an alien who occasionally drops rocks onto the roadway. If he jumps onto one of these rocks, it could prove fatal for Hermes.



I like this a great and a short edge-over Q*bert. It has very cute reptiles and a clean overall effect. A must for every arcade player's collection.

Chris Black

Value: 3

Graphics: 4

Sound: 3

Control: 3

Arcade: 4

**RENEGADE**

Machine: NEC 2

Supplier: Genesis Software

Price: \$5.95

Type of game: shooter

The action version of Renegade has quite a good one. However, instead of controlling a person you've now got a little man dressed as Wolverine. He's got the task of dealing with a bunch of super-powered Metal Mutants whose control cubes have scattered.

You must correctly select these control cubes. If done, you have a task for you, you can always spend for old a brand for by simply pushing a few cubes onto 'Yield'. I prefer the same case a more time.

There are some nice touches such as a previous shooter which lets you gain an effect - but the immediately appears as soon as you move. You can also choose from one of three speed levels.

A ruff tune introduces the game, but apart from that there's only the 'old loop' or 'space' during play. I feel that the sound capabilities of the Neo could have been used more extensively.

Graphics are good compared to most standards. Movement is fast, easy and you can usually capture the screen. Gameplay is pretty hectic in the higher levels. I found myself struggling to get into the next screen.

Muhammad Waseem Agha

Value: 4

Graphics: 3

Sound: 2.5

Control: 3



A MAZE IN SPACE
Machine: BBC B
Supplier: Opus Software
Price: £9.95

Type of game: action shoot 'em up
This game is a weird variety of a couple of space games.

You are in control of a rather clumsy looking spaceship, which you steer hitherwise around a large area of corridors in outer space. The object of the game is to destroy the guys that come and also to get a very high score with only one life.

As you die the job becomes less and enemies (including alien spaceships) they look like the fighters out of Star Wars. Missiles are rather trouble.

To get extra points you can beat the fuel tank when broken and sometimes a fuel tank looks a detritus. To gain entrance to the corridors you must fly through an asteroid belt and dodge a few planets if you don't want to lose a life.

Added features include a high-speed table when play fast or slow music and sounds to fast music.

This game is a good one but you only have one life which spoils the gameplay a bit.

Value: 2
Graphics: 3
Sound: 2
Gameplay: 3.5

Karl Flassen

☆☆☆☆☆☆

KANADICOTTAGEBERRY
TOWERK

Machine: BBC B
Supplier: Aliquam
Price: £7.95

Type of game: adventure
Before starting on your quest in both parties it is a good idea to have a pencil and paper ready to draw a map.

In Kanadic Cottage you are not told what your mission is. You start in a forest which contains a cottage, river, cottage and garden. You must explore these thoroughly picking up useful items on the way.

This is an excellent game and you soon learn how to use the various amazing new features. It is such a large adventure that it will take months of playing and you will enjoy it.

In those times you must learn to be very thorough searches and be able to find a crystal. Having located the crystal to some head-up you may well release their captives. The Prince King He will give you the second mission to combat a force deeper known to be hiding in an enemy tower.

The game sounds good, but don't be fooled, there are no graphics and you are limited in your choice of actions. It is easy to become bored with this game.

For a double adventure tape, it is certainly value for money and should appeal to younger children. Definitely a must for a stereo heavy adventure.

Value: 4.5
Graphics: 0.0
Sound: 3.0
Gameplay: 4.0

Edward Woolf



☆☆☆☆☆☆



UNILE (L) LTD
Machine: BBC B
Supplier: Aliquam
Price: £9.95

Type of game: shoot 'em up
Claude (Claude or Claude) is an excellent game to play for the first time on the BBC B computer. It is a relatively simple game to play, it has a high level of difficulty and

great sound. But the biggest feature of the game is the way in which it is played. It is a game of which you can be proud of your skills.

The graphics are very good, and the sound is excellent. The game is a must for all computer enthusiasts.

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Value: 3
Graphics: 3
Sound: 3
Gameplay: 3

R McLaughlin

☆☆☆☆☆☆

SCHWARZ
Machine: COLIAS (Basic 1)
Supplier: CMA Software
Price: £9.95

Type of game: shoot 'em up
Schwarz is an excellent version of the old Schwarz 100, in which you play from height on each page. If the screen is too close to the city below you will completely die as the city can land on it.

The city is made up of twenty city-towers, each tower has a height of 100. Each tower has a height of 100. Each tower has a height of 100.

The game is a very enjoyable and addictive game, well worth adding to your collection.

Value: 4
Graphics: 4
Sound: 3
Gameplay: 4

Paul Bennett



THE
LEGEND OF
ZELDA
BREATH OF THE
WILD

Reviewed: 10/2015

Machine: Wii U/PlayStation 4
System: Action
Price: \$59.99

Link's quest is straightforward: defeat 100 evil spirits, known as Guardians, and defeat the evil King Ganon and his army. It's a simple, straightforward quest, but the game is anything but simple.

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Room two is the high room, but walls which appear and disappear as you descend to your exit door. You can stand on these disappearing walls. Or, if you're a fool, you can leave by the locked exit door — you cannot re-enter the room you entered.

If you are killed, you return to the respawn room. You can also dispose one of the new rooms.

Room three is really the maze. I hit corners which fire at you. You run up ladders to get to your exit. I found that you did not need to be burnt or ladders to run up them. It's a simple puzzle.

But trying to enter a room is not always easy. You have to stand in the correct way, push the correct up, and press the fire button. I found myself jumping up and down — a lot.

Room four is the treasure room. You can't take any treasure, but you can leave the room. From here, you can go to the next room. I found that you have to change to a different clothing item to go to the next room.

Room five is the treasure path. You have to hit the correct path. You have to hit the correct path. I found that you have to hit the correct path. I found that you have to hit the correct path.

Room 6 is the treasure chest. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies.

Room 7 is the treasure chest. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies.

October GAME REVIEWS



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Room 8 is the treasure chest. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies.

Room 9 is the treasure chest. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies.

Room 10 is the treasure chest. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies.

Room 11 is the treasure chest. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies.

Room 12 is the treasure chest. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies. You can be attacked by a lot of enemies.

HARKED ATTACK

Machine Spectrum 104 48k

Supplier: Durrall Software

Price: £5.00

Type of game: Scramble type
The game is a Scramble derivative and has five stages, nine of them in the title for every level.

Takes off in form an aerial carrier on the sea in a Sea Harrier. It is a medium length flight. The target was over an enemy destroyer which has a coded alarm. A pull button on the joystick starts the Harrier just the ordinary green lights - only it has the quantity of fuel from level lower tank and ordnance.

After successfully landing you will take the Harrier and factories in 4 more stages. Of course, they will have the destructive blanket of fuel.

Above the terrain you control move with your low power bombs. The tank that implosion they are soon exhausted and from you reach the end of the mission and fly into the parts of it.

Now another defending ship is in an surprise stage. There is a look to the ship and the easy task to land. Unfortunately it is not that easy. You are repeatedly under attack from enemy jet aircraft which you must shoot out of the air before they do you. Also you have only one life!

The levels add to the difficulty. All are in a row and from there is an objective but rather tedious exact display provided.

The game uses bit graphics and a flicker free scrolling display. There is an extensive high score table and counts of the letter-punch. At the base of the screen are five gauges showing your bombs, ordnance fuel and speed. The image size is good to feel a top point sensory natural. The better the aircraft travels the less fuel is used per mile.

The game is made so that the player has to read it screen speed for target to track the game. The more you accelerate the faster the action is. The player has if one of the pieces (bombs, rockets or fuel) are exhausted. The game has five levels and each increases the speed of the action.

This game was pleased about the Falkland crisis and the game does simulate flying over an island port. It let you have your own contribution about that.

Anthony Arkroyd

Value: 1.5

Graphics: 3

Sound: 3

Gameplay: 4

★ ★ ★ ★ ★ ★ ★

KAWY DA!

Machine: Spectrum 4+

Supplier: Charlie Chalk's shop

Price: £2.99

Type: 1-2-3-4-5-6-7-8-9-10



Even the 200-odd 4x4x4 cubes are too many for the average 13-year-old child to play. I challenge you to play this puzzle. There is no winning here. It is a game that is never-ending. There is no winning a night. Instead, every day, you wake up with a trio of puzzles to challenge your mind while you are, instead, also better to do - with 200-4 stars, day.

The 200-odd three-pieces are video versions of the code game 'Sudoku' and the action sliding block puzzle. The first simply tests your eyes to visual movement.

Of greatest challenge to you is the 200-odd video code code against the 200-odd three-pieces. These are the most difficult levels. After each one-up, you are informed of the number of correct digits which sit in the correct position and the number of correct digits which are not in the correct position.

The sliding block puzzle allows you to choose from a number of the coded diagrams. Once you have chosen one you must rearrange the pieces to produce a complete picture. This is achieved by sliding the individual blocks around the grid from which one block has been removed. To help you, a completed puzzle is shown on the left hand side of the screen.

Finally, Another Tester shows a ball at the top of the screen. The idea is for you to press a key as soon as you see the ball move downwards. After each attempt you are given a performance rating and the drop was displayed in hundredths of a second.

KawY Da! is reasonably priced and makes a refreshing change to the old top of the class. The puzzle can be compatible with a number of joystick interfaces and the Chalk's speech unit.

David Liddle

Value: 3

Graphics: 1

Sound: 2

Gameplay: 3.8

DECOS WIZARDS

Machine: Spectrum 48k (Memory option)

Supplier: Source Software

Price: £1.99

Type of game: action
I was sceptical of this game for 99 pence. I did not come across the software company before and it is 1988 I did not think the game would be up to scratch. But on loading I was pleasantly surprised.

The idea of the game is simple - in 30 the whole of the screen with your. Not so easy as it sounds! It is made Friday 17h. Service (Sun and Sunday). Send all your letters to employees, talk, last your names.

The game makes you control a walk, a motorcycle using the keyboard and a power meter - using a joystick.

You must complete your mission before other your word is done.



The graphics are simple but of high quality and the sound effects are adequate. The game is easy to play and is entertaining. It is a classic of the genre and well worth your money.

I think the game is well worth your money and it is a very good game. The graphics are simple but of high quality and the sound effects are adequate. The game is easy to play and is entertaining. It is a classic of the genre and well worth your money.

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Value: 4.5
Graphics: 5
Sound: 3
Gameplay: 4

Gary Barr

Zipper Flipper



ZIPPER FLIPPER
Machine 48K ZX Spectrum
Supplier Sincos
Price £19.95

Type of game: simulation
As the title suggests, *Zipper Flipper* is a pinball game - with a big catch, one incorporated. This may seem strange as you control all your Spectrums, not just the coin coming from your TV. Yet the game works well.

The object is to knock out the coloured blocks on the right of the screen to get to the final machine score. When the ball has one of these you have the chance to nudge the table and score extra points.

The game starts with a menu screen giving a wide range of choices including a demo or test pattern mode. Press the play button and it's flippers at the ready!

You have five balls, and the stand and two flippers to control. The balls are well controlled and the game also works with the ZX Interface II.

An extra ball is given at 10,000 points. But you'll need a lot of practice before you get that!

Zipper Flipper is a colorful well presented game with realistic ball movement - but a catch: beat the real thing!

Diana Throssman

Value 3
Graphics 4
Sound 3
Control 3



MATCHING PAIRS

Machine Spectrum Plus
Supplier Cassi's Computers, Price 19.95
Price £19.95

Type of game: skill/memory
This game is reminiscent of the *Pole a Pair* game on the BBC programme *The Saturday Afternoon Picture Show*.

For more details see page 101

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seen the programme, the game first asks you if you would like one or two players and then asks for their names. A 6x4 grid is drawn. You are then given a picture of where the blocks are.

This progresses through five levels of difficulty. When the game is over you are given a score and a time played.

The main disadvantage of the game is that it is written in Basic and so it can be broken into the limit of games which should be thirty can be played.

The graphics were also a bit disappointing. The front cover shows little pictures. But when the game starts there are just blocks and triangles. It would be nice if colours have to be matched a more disadvantageous as a block and where the wrong number.

The game may be all right for younger players.

Lee Brathwaite

Value 2
Graphics 3
Sound 3
Control 3



TREASURE OF TARNIN

Machine Intellivision
Supplier Mustrange
Price N/A
Type of game: role

This advanced *Dragons & Demons* game from Intellivision now has a tribute you worth the wait.

The plot revolves around the dead wizard and his ancient master who have built rooms and dungeons on the island of Tarnin to hide the Great Treasure of the dark ages. They also hold other stolen relics, objects of spiritual power and weapons.

Your task is to find the Great Treasure collecting as many points as you can. These come from warlike objects or rarer items - and eventual treasure will tell you which of these three types of items you're in.

You will travel through gates, hit doors and hidden doors. Monsters appear - of course - to block your way. But they wait until you get close before they attack, so you've plenty of time to plan your route.

An overlay for the Intellivision numeric hand controller comes with the game. Starting from 1 to 12 these functions change to make up/drop away, back, pause, peek, open, use, move, pack, attack, rest, use, hidden, object, left, movement, and object, right. The side buttons above the numeric map with your position, load, count, and arrow count.

Some of these may seem confusing at first. But a simple, your pack can hold only six objects, your hands toward the weapon is there, from your right hand only. So if you need to use there a particular weapon, you may need to move the pack into 10-20-30-40 to hand, take it out, and you left hand, then swap hands.

There are four levels of play. In *The Treasure of Tarnin* several enemy monsters and birds. Its best to wait at the tunnel - there are 20 levels of maps!

The graphics in this game are enjoyable, consisting mainly of objects, 1000-2000 walls and blue doors. The advance quality comes from the three illustrations of trying to get close to the treasure.

Dimitrie Deyd

Value (price not decided)
Graphics 2.5
Sound
Control 4

BACK NUMBERS

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Arcade	June 1984
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Straker Spectrum	April 1984
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XC 20	July 1984

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Information	White 1983
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The Atom World Computers	April 1984
Special Edition of Space Shuttle News	June 1984

COVER STORIES

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Adventure Games: An introduction to the world of letters and words	April 1984
How Games Started: Actual leads to the early days (and a glass of champagne)	May 1984
Enter Edge: The story of the face for serious programmers in the games	White 1983
Colourscape CD: How to use that game on your good for year	April 1984
Games Data - use it or lose it: A look at what you get for your money	White 1983
Games Development Play: A series showing what the reader has to watch out for in our money	March 1984
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Special Delivery: Getting games into your hands as if you were an out-of-focus scientist - data and other ways to get your games	March 1984
Planet for the Day: Information of computer games	June 1984
Hardware information in 1984	July 1984
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Chicago Games: readers' favourite choice of the High Street store	September 1984
Games inside computer	September 1984

THE ABCS OF XCS-2

Reviews: Games of hand	March 1984
Company Launch/Graph	June 1984
New games	April May July August September 1984

All these under the label mean you are one of more games readers letters, high scores and comparisons. (Note: Issues 1, 7 & 8 were with complete listings of all the games available for Atom XCS, Information, Colourscape and Spectrum video games. Many of the reviews were repeated with variations from issue to issue. In issue 2 I had a 1983 review of the most comprehensive listing of games for Atom XCS. For those readers who wish to keep a complete set of TV Games we will send you one free and three together for only £5 while stocks last.

BACK NUMBERS

TV Games, 187 Oxford Street, London W1R 1AJ
 Please rush me the first three copies at the special rate of £2.00 (postpaid).
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 July 1984 August 1984 September 1984

Name

Address

JOIN THIS MONTH'S TOP 20 PANEL

SEPTEMBER '84

Tell us about yourself

Your age: If under 18, please box it: _____

18-24() 25-34() 35 and over()

Do you expect to buy a home computer in the next year? (please tick one)

yes perhaps no

Do you read any other games or computer magazines? If so, which ones: _____

What computer(s)/game system(s) do you have? _____

And when did you get them? _____

What's your favourite home screen game?

TITLE: _____

WHAT DO YOU PLAY IT ON? _____ WHAT'S YOUR HIGHEST SCORE? _____

What's your favourite arcade or pub game?

TITLE: _____

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**FACTORY OVERHAUL**

Machine: Spectrum 128
Supplier: Popp, 100
Price: \$120

Type of game: 3-D
Factory Overhaul is yet another simulation of the vast amount of machines crisscrossed above and below the earth. The first virtue of the game is that you can manage it without any unpleasant fall. The one's all but annihilated by these machines, who have now put you on their top priority list.

This being a 3-D program, I was disappointed to see that Popp, who was unable to fit in so little device, only three screens.

The first is quite attractive, but is struggling to fetch from her boards a eye and delinked board from above perspective.

The second screen has highly commendable graphics, but is far too

The third is an interesting version of a control panel. However, it is the best part of the whole program.

On the whole, the graphics are an experience. This is a great disappointment, because the programmer is considered as not the people's.

Matthew Jones

Value: 2
Graphics: 3
Sound: 3
Gameplay: 1

**RUBY RUNABOUT**

Machine: ZX Spectrum 48k
Supplier: Scorpio Software
Price: \$1.99

Type of game: adventure
Despite its a ruby robot. He has his eyes set on the Frodo's ruby, the most precious gem in the world.

Rings run the local orange when he's not busy having. That's where the adventure begins in the control panel. You play the role of Rings, trying to steal the ruby from its sanctuary and returning to your garage hideout.

The adventure has forty locations, twenty of which have special secret notes showing the various locations, using your imagination — and sense of humor — survive the perils you may be aware and receive the Frodo's ruby.

The program uses most verbs commonly used in adventure, such as open, see, go, walk, talk, etc., except

for the game, the verb "open" is used to open a door, but the verb "see" is used to see a door, but the verb "go" is used to go to a door.

In fact, including some having them to look. The graphics are most impressive. The 3-D is quite a step up from the 2-D of the original game.

Value: 3
Graphics: 4
Sound: 3
Gameplay: 2

Christopher Baker**DIE MEILE**

Machine: 48k Spectrum
Supplier: Games Computer Games
Price: \$2.95

Type of game: case
Die Meile is a computerized case game for one to six players. The game is very simple but extremely addictive," the title says. Well, it is simple but I had trouble staying awake.

The computer rolls the dice for you. This is the best bit of the whole game. The dice roll as to the screen as seen. It's the 3-D on any screen, the only.

Sound is as follows:

6-10
1-100
Three 1s=1000
1000s=2000
Three 2s=1000
Three of a kind=100 a number
You can then throw any remaining dice or pass on to the next player.

Traslated, Die Meile means two thousand. So the first person to reach 10,000 wins.

The player is also given the option to play against the computer — but only once — at the end of the

game; you are given an optional set point on the last game.

Die Meile has to be the most boring game I have ever played. Avoid it!

Richard Henderson

Value: 1
Graphics: 1
Sound: 1
Gameplay: 0.5

**CRAZY CRANES**

Machine: 128 Spectrum (Kempston joystick)
Supplier: Wopaper
Price: £5.90

Type of game: skill
This game puts you at the controls of a dockyard crane. There is a good dockyard scene as the game starts. This takes about one minute. Using your electromagnet you must transport various goods from the deck of a boat into an unloading bay at the top of the crane. These goods include telegraphs, aerials, cables and so on. The telegraphs are the most difficult to transport. The telegraph is very easy.

The second level introduces a ball game that you cannot play. The ball is repeated to dodge from and also put on the goods board. It is very good, but the graphics are quite simple. Crazy Cranes is a great introduction for beginners.

Guy Hall

Value: 2
Graphics: 3
Sound: 1
Gameplay: 1

**WHO DUNNIT?**

Machine: ZX Spectrum 48k
Supplier: Games Computer Games
Price: £2.99

Type of game: adventure
This game is from the new range of cheaper computers that are now becoming widely available for the 48k Spectrum.

The game is a version of the classic board game Cluedo. As you might expect, the game has only the three suspects — Mr. Green and Mrs. White.

I gives a one to four player option, and you can choose whether to play the case which is incorporated in the game.

A series of facts are shown on you can ask a question. From this you can make a suspect, work out who is the murderer, what weapon was used, etc.

The game is not hard to solve so don't hold any objections.

Matt Henderson

Value: 2
Graphics: 1
Sound: 1
Gameplay: 2



THE ORACLE'S CAVE
 Machine: Commodore 64
 Supplier: Datasoft Software
 Price: £7.98

Type of game: adventure
 This game has completely changed my preconceived ideas about graphic adventure games.

The idea of the game is to fulfil a quest set by you at the beginning of the adventure. This is done by selecting a creature from the list on the title page. Then you must do some steps which can create a particular treasure. For example, the counter guards a treasure and the contrary a poison choice.

You must also defeat the Oracle before the end of five days, which is shown by a time scale on the screen at the game proceeds. In actual time the game takes a maximum of one hour. The average being about half an hour.

You start at the first cave and are represented by an orange man. He makes his way through the cave system - which is different every game - killing the small rings of snakes such as spiders, dragons and vipers bats and collecting the small treasures such as gold and silver. There are also the usual artifacts like healing potions and magic rings of which you are allowed to carry only three at any one time.

To successfully kill these snakes, you must maintain your energy and combat levels. This can be a bit tricky, because as you have to rest, rather a lot.

The Oracle's Cave is a good idea which has been made into an interesting game. The graphics depicting the adventures and the monsters are impressive. But the weapons and other objects are average and rather small. There is also limited use of colour. The screen is not distract-

October GAME REVIEWS



is level of control. This is a great pity considering the Commodore's excellent sound facility.

The game is good value, quite addictive and easy to play although the task is hard to complete. Its other advantage is the turbo-loading which is useful in a program of this length.
Nikoloz Lomidze

Value: 4
Graphics: 3.5
Sound: 4
Gameplay: 4



KALAH
 Machine: Commodore 64
 Supplier: Takeda Computer Systems
 Price: £7.98 cassette, £9.98 disk

Type of game: strategy
 This game, the most recent in the oldest games in the world, is played on a board with two rows of six pits each, at each end, two larger pits called kalas.

The upper row is controlled by the computer, the lower by the player. Each owns the kalas on the right.

To start the game, each of the two pits is filled with an equal number of stones. You select the number of stones per pit, still level, and whether you wish to move first, from the options on the screen.

The pits are numbered one to six on each side to identify stones which are controlled by those legs. To play you choose a pit and distribute the stones from there anticlockwise around the board (including your own kalas, but not the one past it). You have one stone to each pit until they run out. Play continues as long as the object being to collect more than half the stones in your own kalas.

Clear instructions and concise rules make this game easy to learn. But skill and concentration are required to win.

I enjoyed playing this demanding game and recommend it to all those interested in games of strategy.
Deborah Lander

Value: 4
Graphics: 3
Sound: 3.5
Gameplay: 4



MR DIG
 Machine: Commodore 64
 Supplier: Interleaf
 Price: £6.98

Type of game: skill
 The arcade hit Mr Dig is the latest Macintosh release - Mr Dig to the CBM 64.

The object of the game is to pick cherries from green wheels avoiding the four snakes which chase you. The snakes are unable to dig tunnels or eat cherries but if they become aware of the chase they'll rotate and travel down slowly into mines.

Picking the fruit from the centre of the screen causes the cherries to move to the outer three rows, and a letter computer to take up the chase. Upon killing the letter monster you get the letter displayed on its chest. If you manage to spell the word EXTRA, you receive a bonus man.

The killing of the various snakes is done by launching your power orb (a sort of ball that ricochets around the screen) and hopefully hitting something. Or you can squash them with an apple that has either been pushed over a vertical tunnel or has had the ground dug out from beneath it. If you use the latter method, be careful to move from beneath the descending apple first - otherwise you'll get to know how basic Newton discovered gravity.

The game is played with either a joystick or the keyboard and has ten skill levels ranging from baby to granddaddy. Pause and abandon can reset game options and also yield the
Great Johnsons

Value: 3
Graphics: 3
Sound: 4
Gameplay: 4
Accide: 3

RENT-A-TION

Machine: Commodore 64 (joystick optional)

Supplier: Softek

Price: \$7.95

Type of game: Fantasy shoot 'em up
This game is set in a land of all planets. The object is to prevent the marauders of the Apocrypha from being overruled. This is achieved by fighting your way through over fifty caverns.

You sit on the back of a sacred eagle and hold your trusty magic staff as a weapon. In each cavern there are nine magic crystals which must be destroyed, revealing the parchment tablets in each.

In addition, there are over thirty-two types of monsters, which come in different levels of the game. These can be totally destroyed only when the towers in which several have been destroyed. Other dangers come in the form of trees and lava pits which



PURPLE TURTLES

Machine: Commodore 64

Supplier: Quarc/Gen

Price: \$7.95

Type of game: Skill

Any game that describes itself as "crazy easy and invisible" has to be approached with a measure of suspicion. After all, if you wanted a really hard one wouldn't have bought a computer game in the first place?

After a lengthy interval however the game reveals itself as a rather simple idea. This is to guide the little character across a river to collect fruit by jumping from the back of one turtle to another. The only problem is that the turtles have a nasty habit of moving without warning dropping you with a resounding splash into the river.

It's easy to beat the game at first. But the more things about it in that there are two skill levels and two speed settings. Any combination of which can be used.

At high levels you can find yourself standing on a turtle in mid-stream. You know that it's about to sink, and realize with a sickening feeling of doom that all on rafter have decided to do their famous expense men of a lead weight at the same time.

Also if you've set the speed so fast that you don't have time to jump off when your turtle begins to sink, you don't stand a chance. So start slow!

Pretty graphics and a catch-phrase of *Messing About on the River* complete the attraction of this game.

David Bogard

Value: 3

Graphics: 4

Sound: 3

Gameplay: 3

☆☆☆☆☆☆☆☆

ICE HUNTER

Machine: Commodore-64 (+ joystick)

Supplier: Amigo Software

Price: \$9.90

Type of game: Platform

Credits where credits due: Amigo is pretty consistent in producing top quality software for the C64 and



the latest offering is no exception.

The game itself leads to eight seconds joystick plugged in and you're away.

The object of the game is to guide Tharik, prince of ice through a system of scrolling caverns, narrow corridors from the uppermost level to the underground streams at the foot of the snows. This is achieved by dropping the prince through gaps to the platforms while avoiding dragons, lava and snakes.

The sound is acceptable and the graphics nice - the second screen is brilliant. The game is not super hard but it is most certainly fun and very playable.

Iain Maddison

Value: 4

Graphics: 3.5

Sound: 3

Gameplay: 4

☆☆☆☆☆☆☆☆

ARCHONSLAGO

Machine: Commodore 64

Supplier: Talent Computer Systems

Price: \$7.95 cassette; \$9.95 disk

Type of game: Maze

In this extremely addictive game you take the part of a survivor of the wrecked ship *Resperat*.

After a starting unannounced opening sequence and an equally interesting recollection of *Resperat*'s *Flight of the Humble Bee*, the game begins. The screen goes black and a fairly complex maze is promptly drawn. Five jewels and a number of highly intelligent but spooked sea devils appear around the maze at random. You task is to collect the jewels which will open the gateway to the next level, while avoiding or shooting the nasties with your primitive energy beam with limited life.

Gary Anderson

Value: 3

Graphics: 2

Sound: 3

Gameplay: 4



SOFTER

You can start the game a few old Soviet levels. Another interesting option for this game - there is a game where the fire button will be held and to keep flying in all three game the single keypad flight and the joystick is used only by re-entry.

The graphics in the game are very well defined, the building have being especially good. The sound is acceptable even though it is a bit so pathetic. The game is fairly difficult to master and it would take an as frenzied loop time to complete all of the caverns.

The only thing that I can find wrong with this game is the quarter of an hour that it takes to load - but that is a fault of the Commodore 64, not the game itself.

All in all *Revelation* is an enjoy able game.

Mark Freary

Value: 3

Graphics: 4

Sound: 3

Gameplay: 3

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POSITION	NAME	MANUFACTURER	SYSTEMS
1 (4)	JET SET WILLY	(Software Projects)	c, j
2 (2)	ZAXXON	(CBS/Datasoft)	b, c, f, g, l, n
3 (3)	PITFALL	(Activision)	b, c, f, g, n
4 (1)	RAIDERS OF THE LOST ARK	(Atari)	n
5 (5)	POLE POSITION	(Atari)	a, c, f, l, n
6 (—)	FIGHTER PILOT	(Digital Integration)	j
7 (8)	PITFALL II	(Activision)	n
8 (7)	DECATHLON	(Activision)	c, n
9 (6)	RIVER RAID	(Activision)	b, f, g, l, n
10 (9)	DONKEY KONG	(CBS/Atari)	b, f, g, n
11 (10)	BURGER TIME	(Mattel)	g
12 (—)	LORDS OF MIDNIGHT	(Beyond)	c, j
13 (—)	FULL THROTTLE	(Micromega)	j
14 (16)	MR DO	(CBS Electronics)	b, n
15 (13)	Q*BERT	(Activision)	b, f, g, n
16 (—)	MANIC MINER	(Bug-Byte)	j
17 (15)	ENDURO	(Activision)	n
18 (11)	POPEYE	(Parker)	b, f, g, n
19 (12)	ATIC ATAC	(Ultimate)	j
20 (14)	THE HOBBIT	(Melbourne House)	a, j

*Numbers in brackets indicate last month's position

a: Apple II/5; b: Commodore 64; c: Commodore 88; d: Dragon; e: Apple II/5; f: Atari 400/800; g: Commodore 128; h: IBM PC; i: IBM PCjr; j: IBM PCjr; k: IBM PCjr; l: IBM PCjr; m: IBM PCjr; n: IBM PCjr; o: IBM PCjr; p: IBM PCjr; q: IBM PCjr; r: IBM PCjr; s: IBM PCjr; t: IBM PCjr; u: IBM PCjr; v: IBM PCjr; w: IBM PCjr; x: IBM PCjr; y: IBM PCjr; z: IBM PCjr; AA: IBM PCjr; AB: IBM PCjr; AC: IBM PCjr; AD: IBM PCjr; AE: IBM PCjr; AF: IBM PCjr; AG: IBM PCjr; AH: IBM PCjr; AI: IBM PCjr; AJ: IBM PCjr; AK: IBM PCjr; AL: IBM PCjr; AM: IBM PCjr; AN: IBM PCjr; AO: IBM PCjr; AP: IBM PCjr; AQ: IBM PCjr; AR: IBM PCjr; AS: IBM PCjr; AT: IBM PCjr; AU: IBM PCjr; AV: IBM PCjr; AW: IBM PCjr; AX: IBM PCjr; AY: IBM PCjr; AZ: IBM PCjr; BA: IBM PCjr; BB: IBM PCjr; BC: IBM PCjr; BD: IBM PCjr; BE: IBM PCjr; BF: IBM PCjr; BG: IBM PCjr; BH: IBM PCjr; BI: IBM PCjr; BJ: IBM PCjr; BK: IBM PCjr; BL: IBM PCjr; BM: IBM PCjr; BN: IBM PCjr; BO: IBM PCjr; BP: IBM PCjr; BQ: IBM PCjr; BR: IBM PCjr; BS: IBM PCjr; BT: IBM PCjr; 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PR: IBM PCjr; PS: IBM PCjr; PT: IBM PCjr; PU: IBM PCjr; PV: IBM PCjr; PW: IBM PCjr; PX: IBM PCjr; PY: IBM PCjr; PZ: IBM PCjr; QA: IBM PCjr; QB: IBM PCjr; QC: IBM PCjr; QD: IBM PCjr; QE: IBM PCjr; QF: IBM PCjr; QG: IBM PCjr; QH: IBM PCjr; QI: IBM PCjr; QJ: IBM PCjr; QK: IBM PCjr; QL: IBM PCjr; QM: IBM PCjr; QN: IBM PCjr; QO: IBM PCjr; QP: IBM PCjr; QQ: IBM PCjr; QR: IBM PCjr; QS: IBM PCjr; QT: IBM PCjr; QU: IBM PCjr; QV: IBM PCjr; QW: IBM PCjr; QX: IBM PCjr; QY: IBM PCjr; QZ: IBM PCjr; RA: IBM PCjr; RB: IBM PCjr; RC: IBM PCjr; RD: IBM PCjr; RE: IBM PCjr; RF: IBM PCjr; RG: IBM PCjr; RH: IBM PCjr; RI: IBM PCjr; RJ: IBM PCjr; RK: IBM PCjr; RL: IBM PCjr; RM: IBM PCjr; RN: IBM PCjr; RO: IBM PCjr; RP: IBM PCjr; RQ: IBM PCjr; RR: IBM PCjr; RS: IBM PCjr; RT: IBM PCjr; RU: IBM PCjr; RV: IBM PCjr; RW: IBM PCjr; RX: IBM PCjr; RY: IBM PCjr; RZ: IBM PCjr; SA: IBM PCjr; SB: IBM PCjr; SC: IBM PCjr; SD: IBM PCjr; SE: IBM PCjr; SF: IBM PCjr; SG: IBM PCjr; SH: IBM PCjr; SI: IBM PCjr; SJ: IBM PCjr; SK: IBM PCjr; SL: IBM PCjr; SM: IBM PCjr; SN: IBM PCjr; SO: IBM PCjr; SP: IBM PCjr; SQ: IBM PCjr; SR: IBM PCjr; SS: IBM PCjr; ST: IBM PCjr; SU: IBM PCjr; SV: IBM PCjr; SW: IBM PCjr; SX: IBM PCjr; SY: IBM PCjr; SZ: IBM PCjr; TA: IBM PCjr; TB: IBM PCjr; TC: IBM PCjr; TD: IBM PCjr; TE: IBM PCjr; TF: IBM PCjr; TG: IBM PCjr; TH: IBM PCjr; TI: IBM PCjr; TJ: IBM PCjr; TK: IBM PCjr; TL: IBM PCjr; TM: IBM PCjr; TN: IBM PCjr; TO: IBM PCjr; TP: IBM PCjr; TQ: IBM PCjr; TR: IBM PCjr; TS: IBM PCjr; TT: IBM PCjr; TU: IBM PCjr; TV: IBM PCjr; TW: IBM PCjr; TX: IBM PCjr; TY: IBM PCjr; TZ: IBM PCjr; UA: IBM PCjr; UB: IBM PCjr; UC: IBM PCjr; UD: IBM PCjr; UE: IBM PCjr; UF: IBM PCjr; UG: IBM PCjr; UH: IBM PCjr; UI: IBM PCjr; UJ: IBM PCjr; UK: IBM PCjr; UL: IBM PCjr; UM: IBM PCjr; UN: IBM PCjr; UO: IBM PCjr; UP: IBM PCjr; UQ: IBM PCjr; UR: IBM PCjr; US: IBM PCjr; UT: IBM PCjr; UY: IBM PCjr; UZ: IBM PCjr; VA: IBM PCjr; VB: IBM PCjr; VC: IBM PCjr; VD: IBM PCjr; VE: IBM PCjr; VF: IBM PCjr; VG: IBM PCjr; VH: IBM PCjr; VI: IBM PCjr; VJ: IBM PCjr; VK: IBM PCjr; VL: IBM PCjr; VM: IBM PCjr; VN: IBM PCjr; VO: IBM PCjr; VP: IBM PCjr; VQ: IBM PCjr; VR: IBM PCjr; VS: IBM PCjr; VT: IBM PCjr; VU: IBM PCjr; VV: IBM PCjr; VW: IBM PCjr; VX: IBM PCjr; VY: IBM PCjr; VZ: IBM PCjr; WA: IBM PCjr; WB: IBM PCjr; WC: IBM PCjr; WD: IBM PCjr; WE: IBM PCjr; WF: IBM PCjr; WG: IBM PCjr; WH: IBM PCjr; WI: IBM PCjr; WJ: IBM PCjr; WK: IBM PCjr; WL: IBM PCjr; WM: IBM PCjr; WN: IBM PCjr; WO: IBM PCjr; WP: IBM PCjr; WQ: IBM PCjr; WR: IBM PCjr; WS: IBM PCjr; WT: IBM PCjr; WY: IBM PCjr; WZ: IBM PCjr; XA: IBM PCjr; XB: IBM PCjr; XC: IBM PCjr; XD: IBM PCjr; XE: IBM PCjr; XF: IBM PCjr; XG: IBM PCjr; XH: IBM PCjr; XI: IBM PCjr; XJ: IBM PCjr; XK: IBM PCjr; XL: IBM PCjr; XM: IBM PCjr; XN: IBM PCjr; XO: IBM PCjr; XP: IBM PCjr; XQ: IBM PCjr; XR: IBM PCjr; XS: IBM PCjr; XT: IBM PCjr; XU: IBM PCjr; XV: IBM PCjr; XW: IBM PCjr; XX: IBM PCjr; XY: IBM PCjr; XZ: IBM PCjr; YA: IBM PCjr; YB: IBM PCjr; YC: IBM PCjr; YD: IBM PCjr; YE: IBM PCjr; YF: IBM PCjr; YG: IBM PCjr; YH: IBM PCjr; YI: IBM PCjr; YJ: IBM PCjr; YK: IBM PCjr; YL: IBM PCjr; YM: IBM PCjr; YN: IBM PCjr; YO: IBM PCjr; YP: IBM PCjr; YQ: IBM PCjr; YR: IBM PCjr; YS: IBM PCjr; YT: IBM PCjr; YU: IBM PCjr; YV: IBM PCjr; YW: IBM PCjr; YX: IBM PCjr; YZ: IBM PCjr; ZA: IBM PCjr; ZB: IBM PCjr; ZC: IBM PCjr; ZD: IBM PCjr; ZE: IBM PCjr; ZF: IBM PCjr; ZG: IBM PCjr; ZH: IBM PCjr; ZI: IBM PCjr; ZJ: IBM PCjr; ZK: IBM PCjr; ZL: IBM PCjr; ZM: IBM PCjr; ZN: IBM PCjr; ZO: IBM PCjr; ZP: IBM PCjr; ZQ: IBM PCjr; ZR: IBM PCjr; ZS: IBM PCjr; ZT: IBM PCjr; ZY: IBM PCjr; ZZ: IBM PCjr;

...and the TOP 10 arcade games

1 (1)	STAR WARS	(Atari)	6 (—)	ASTRON BELT	(Sega)
2 (3)	TRACK & FIELD	(Konami/Kaito)	7 (5)	BUCK ROGERS	(Sega)
3 (2)	DRAGON'S LAIR	(Cinematronics)	8 (7)	DONKEY KONG	(Atari)
4 (4)	POLE POSITION	(Atari/Namco)	9 (6)	MR DO	(Universal)
5 (9)	M.A.C.H. 3	(Mylstar)	10 (8)	FIREFOX	(Atari)

Staff member's address: Wei-Lung Tseng, Gaming, West Point

SCORE

1	(4)	JET SET WILLY (Software Projects)	83 objects Roni Coleman/Gamesoft Play
2	(2)	ZAXXON (VIC cloned)	2,319,000 Jason Brown
3	(2)	PITFALL (Activision)	114,000 David Ross/Richard Warner
4	(1)	SAIDERS OF THE LOST ARB (VIC cloned)	25 points Brian Hill
5	(2)	POLE POSITION (VIC cloned)	101,000 Adrian Bunting
6	(-)	FIGHTER PILOT (Digital Integration)	no claim made
7	(4)	PITFALL II (VIC cloned)	199,000 George Conroy
8	(7)	DECATHLON (Activision)	10,078 Mark Riley
9	(4)	RIVER RAID (Activision)	1,500,000 George Davidson
10	(7)	DONKEY KONG (VIC cloned)	8,798,000 Jason Brown
11	(10)	SUBBETIME (VIC cloned)	335,000 A. Collins
12	(-)	LOADS OF MIDNIGHT (VIC cloned)	Mike Johnson
13	(-)	FULL THROTTLE (Microimage)	no claim made
14	(14)	MR DO (VIC cloned)	1,240,450 Cris & Eirik
15	(13)	O'BERT (VIC cloned)	4,112,480 Jason Brown
16	(-)	MANIC MINER (VIC cloned)	3,140,777 Mark Bishop
17	(12)	ENDURO (VIC cloned)	47 days Paul Bessell
18	(11)	POPEYE (VIC cloned)	427,530 Frederic Kirk
19	(12)	ATIC ATAC (Ultimate)	no claim made
20	(14)	THE HORBIT (Melbourne House)	no claim made

TV Games notes readers to avoid a few high scores for any scores given. A claimed score merely needs to show your name, game title, system (eg Atari home computer system, Spectrum, VIC), etc and claimed score.

A private score will require photographic evidence but will take precedence over previous claimed scores. We suggest using a 34.7 micro-exposure camera on a tripod with cable release, aimed at a second Games

which can be "clocked" (ie the score requires a maximum and then returns to zero) will record only as claimed scores. Additionally, games with on-screen shoot-outs to high scoring (eg *Space Invaders*, which can be made to shoot here instead of a timer) will also only be accepted as claimed scores.

Send your scores to TV Games, Top Secret Desk, 187 Oxford Street, London W1.



Greetings, gamers! Stand by for another stack of wordy letters from the roof tops of TVG.

Things seem a bit grim for Alton centers, especially on the 7800, but has been shelved. Do you think that Alton made a wise move in shelving the ProSystem? Or do you think that there was enough people in the UK and Europe to justify the launch of a new games system? Personally I feel that it's a bit of a shame that several of the games, such as Golego and Xarcos, scheduled for 7800 release will probably not see the light of day for quite a while. This leaves the way wide open for other manufacturers to produce rip off versions for the various systems. Is there anything that you would like to say to Mr. Tramel in reply to his opening remarks as head of Alton Corporation? Tell us so that we can tell the world what games think on the current state of play.

On a lighter note, this month we see the first of a series of TVG Club competitions, which are open to all readers of the club pages. The first of these features a entertaining Games Video starring Chris Tarrant. You may remember Chris wrote about his experiences on making the video back in our June issue. Now he's offering 8My cassette to our readers. All you have to do to get one of these is think of a witty caption to go with the picture on the competition page.

Did you hear all the fuss on the news a few months back concerning under 18s and proceed? Do you think that coin-ops are leading you into a life of crime? Are you being approached by anonymous people while playing Street? Or do you think that UK proceeds should resemble US proceeds, which are more like recreation centres for all the family? I'd like to hear your opinions on this subject (local address).

With that, I bid you farewell until next month.

Darren Williamson

TV GAMER
187 Oxford Street
London W1R 1AT

*Dave
Pittman*

MATCHING UP TO COMMODORE

I am the proud owner of a Commodore 64. After playing quite a few games on it, I have come to the conclusion that most games are not complex enough to match the machine's capability. This is very interesting as all gamers generally want to get the most out of their computers.

There could you tell me of a killer 256K-type game for the 64, so that I can purchase it before I waste all my money on under-achieving games.

**Alanley | Oldham,
Preston in Pkide, Lancs**

Your problem is solved by a lot of fun facts on page 28 for TVG's Bioscience.

SPIDERS vs CENTIPEDES

I am thinking of buying Spider Fighter by Accutron - which is the equivalent of Centipede and Millipede. Is Spider Fighter as good as, or better than, Centipede?

I would prefer to buy Spider Fighter as it has a cheap, free cartridge - for instance P163 - with it.

Please could you tell me whether I can better go for Millipede and improve game play, making the free cartridge offer?

Jeremy Young
Spider Fighter and really that similar to Centipede. It's a bit Commodore/Millipede game, you can really offer them your better go for Millipede. But if you can't get the Commodore, your game being really better to the Commodore than by all means go for the Atari controller. I hope this short confused you more!

ONTO VIDEO?

Could you tell me of the following are going to be VCR-casts: *Beauty and the Beast*, *Discworld*, *The Truck*, *Miami Supreme*, *Swords and Sorcery*, *Tropical Trouble*, *Nappy Tush*.

Seawater, Emil, Rock Horror, Front Line?

**Alan Amaro,
Maitland, Kent**

It is possible that a version of Rock Horror may come out for the VCR. But some of the other titles may be considered for release. Contacted.

E & E MAIL ORDER

In answer to a e-mail sent to me by Tandy's Friday Cousins of Edinburgh, relating to E & E Enterprises, I tell I had to put pen to paper.

I am sympathetic with Tandy for the fact that he is not alone when it comes to this free club but over a year, I would like to say that, as a member of this free club for over a year, I would recommend it for an excellent source which is, in some ways, cheaper than others. Also, most of the new releases are at your disposal.

Taking this issue of false adverts as a benchmark, does it give you the quote a lot of adverts in games cartridges/cassettes are also available?

To wind off, I would like to mention how much I enjoy reading with an excellent magazine. Every month gets better and better, in particular the in-depth reviews.

**Alan Watkins,
Clacton-on-Sea**

The World's Greatest

VIDEO GAMES COMPETITION



In this year of his *Chris Tarrant* show, he's on a TV Choice-sponsored quest to bring TV games. Since last year Chris earned his head in video games with the help of a promotional video, for TV Choice magazine.

The video set out to explore the crazy world of television games. Chris succeeded in so that he was a bit too wild to be taken. It felt like being out of Christmas and a game of Mexican Control. Heaton for a day. Despite the fact that he, through the video with these colors.

All in all, nearly all games are featured, including video games and board games (such as *Followed*, *President* and *Parlor*).

The commentary combines with actual scenes from the games under scrutiny - very helpful if your local game store doesn't let you test games on the premises. It guides you through some software for the Atari HCS, Spectrum, Amstrad, Commodore and BBC. It also explores the relationship between these machines, another very useful feature.

The video does have a drawback - games explained very briefly. But it is called *The World's Greatest* and the result is a great game.

The *World's Greatest Video Games* by TV Choice today can be bought from most video stockists. Just get thirty minutes of time on VHS and Beta formats. You can win your own copy as our best to enter competition.

We have fifty videos to be awarded to the life and you can come up with the fastest copies in the game. *The World's Greatest* below to put down that perfect copy and find out if anything fancy.

My caption for Chris Tarrant's picture is.....

Name.....

Address.....

I wish to receive a VHS/Beta tape (delete as applicable)

To Competitors, TV Games, 187 Oxford Street, London W1R 1AJ



1. All entries received by the closing date (26th October) will be examined and contact entries will be published.
2. The prize will be awarded to the author who, in the opinion of the judges, writes the most appropriate caption.
3. The prize winner will be notified by post and details will be published in a forthcoming issue of TV Choice.
4. All entries must be made on forms obtained from TV Games.
5. The prize is a British TV award and participation cannot be guaranteed overseas.
6. The Editor's decision is final.

NO-BUG HUGBEAR

Feeling a little bit nervous for Michael Michael? I was surprised to see that he had lost 10 pounds since leaving to find the ark. When I read I got in my Amstrad cartridge, I discovered that it was not a bug, but the grappling hook. Since the four glasses you a grappling hook, success is yours on the maze field this computer gives you one.

The only trouble that I do not have enough time to make use of, so let get on track.

**Steve Powell,
Great Barr, Birmingham**

JETTING THROUGH

Here are some more tips to get through Jet Set Willy (VIC Acorn).

If you go to the bottom of the main staircase and type "willytype" you go down screen to screen using the random.

You can get infinite lives by typing "MIBEE" + enter. Play type. When you get the 24 message messages and type "MIBEE" you get infinite lives.

Great Barr

Attention!

Have found a way to be supported that is more successful than the VIC.

What I did is around the template in the third level, the amulet which I was trying suddenly started flashing. So I moved forward, and hit the wall in front of me.

The screen turned black and the words AT appeared in the center of the screen. Could you please tell me what they said? I have found that



EASTER EGGS

these sets usually appear from the third main course.

Essentially I will be glad to send you a photo of the inside of the new house for proof.

Also on the same page if you put the puzzle facility code "D" switch on while putting in the second load you will find that you are on two cars on the jungle scene at the same time after you stop the tape.

**Dave Mangum,
Booth, Minneapolis**

COMMUNISTS AND WHIPS

I would like to inform about an event - a big one for the day. Communist Action Unit Strike.

Change the date to 40 400 and twenty two days. All the end of the 14 at the top. Also get

Another egg, the one on Amstrad, requires Quick Start 2 joystick. Switch into switch on and park up the whip. Go to the right border and whip it all you can. Whip it with a grappling hook.

After reading Lee Hart's and Dan West's letter in the [redacted] I thought I'd

have two at it. I got my paddle and whip and jumped off the top right-hand side, quickly dropping the paddle. I stopped the wall and got the grappling hook, the wall didn't move. I then pushed up the ladder and fell out of the door.

**Steve Green,
Salford, Derby**

STRIKE BACK!

In Dave Harvey's tips he forgot to mention something. The Empire Strikes Back! If you close he says you will get more than five lives. But you will be on a small border game speed so matter what can't be you start on. Also by trial and error using the same method as Dave's you can get infinite lives - AT & P for the Amstrad - on the screen but not on the VIC.

And did you know that The Empire Strikes Back has a bonus option? Just press down game reset and game select and let them come at the same time (Dave's method is the same) at the end of the game. It usually takes only a few tries.

When the game starts you will know the time zone or when you come

back. You will also have a lot of lives (the more lives I've got actually three) but a much faster speed unless you were very good. You can do that and you're bored.

**William Neal,
Ayr, Southsylvia**

RISK TAKING

I am writing to you in the hope that you will have found my tip useful.

On Progress for the Amstrad H20, a good friend combination of the game select and option keys can give you two Progress on the screen at the same time.

Also did you know that the extra room found by Dave Barry of Tottenham can be easily accessed by hitting the start switch? The same goes for the Wargames photo and the highscore on Amstrad.

If you have turned off switch on Adventure you can get a few more games - enough for a long time.

And onwards Mr Pac Man there is a certain pattern that allows you to run through the blue plant.

It is possible to stay on the last screen of Jet-Set for ever - to slow down the screen considerably on Amstrad Jet-Set and to slow down the screen on the VIC - just through you'd like to know that.

On Strike Back for Amstrad H20 there is a bonus option but allows you to get, say, at least eight lives and a few million points - or about the same.

**Adrian Jones
Lancashire**

What if we reprogrammed Amstrad into a working machine and other of the kind? Overwriting ED



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Towerman



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